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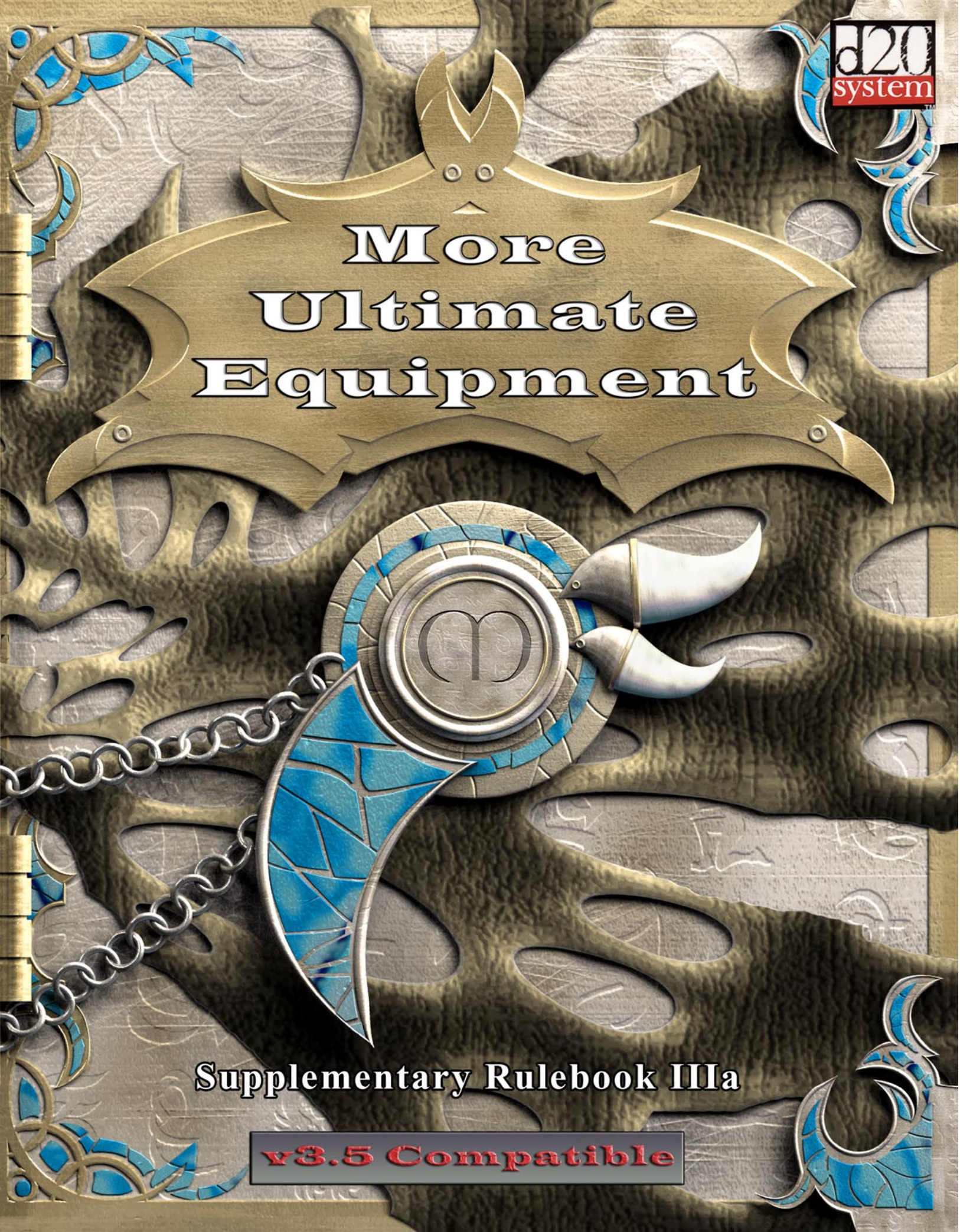
d20 system
More Ultimate Equipment
Supplementary Rulebook IIIa
v3.5 Compatible

# More Ultimate Equipment

Matthew Sprange

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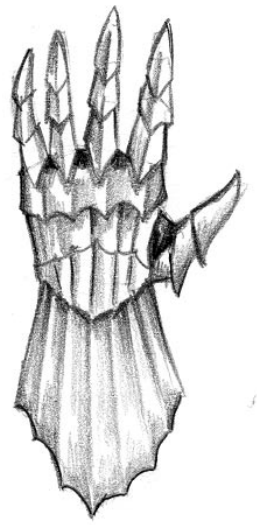
# Introduction

An adventurer can never be too prepared. Ever since the first dungeon-delver first strapped on a backpack in order to load up with flasks of oil for his lantern, equipment has been of primary interest to all classes. Just by visiting the local village's hardware store, an adventurer can purchase a variety of devastating weapons, healing herbs, devices to break through locks, items that permit survival in harsh conditions, or technologies that can mimic magical effects – and wizards have the cheek to call these things mundane! *More Ultimate Equipment* brings over 230 new items to your games.

This PDF is designed to supplement and enhance the *Ultimate Equipment Guide*, available from all good games stores as a magnificent hardback, jam-packed with many new items of equipment. However, this book is not necessary to use this PDF, as any of the equipment here may be inserted immediately into an existing campaign with no other reference material necessary. The items presented here will not necessarily make a character better or more powerful – at best, they will increase the options he has available or make him a little more capable in certain situations. The main role of this selection of equipment is to greatly expand a character and provide a further way to distinguish himself from his compatriots. After all, not every fighter specialising in archery will boast he own and elven recurve bow, nor will every wizard be able to proudly display the page and spell marks that make his daily studies so much easier.



Every new item of equipment introduced in this PDF comes complete with its own description, usage, relevant statistics, including weight and average cost to a purchasing adventurer. Games Masters are encouraged to populate certain areas of their campaign world with various items of equipment listed here. It will add far more to a game if players are forced to travel to a specific city to buy a favoured item of equipment, or knowing that the new item they have found on a merchant's caravan (or down the last dungeon!) was made thousands of miles away – this will also ensure they take a lot more care of their equipment if it cannot be easily replaced, and some players may start becoming as protective of them as they are of their unique magical items!

## Ultimate Collection

*More Ultimate Equipment* is a PDF supplement to the *Ultimate Equipment Guide*, compiling even more of the best Open Game Content material available, as well as adding a whole host of new items. Designed to be seamlessly slotted into any fantasy-based d20 games system, this PDF follows the same philosophy as the mainstream Supplementary Rulebooks. Games Masters and players alike will find a wealth of options to enrich their characters and antagonists.

## More Ultimate Equipment

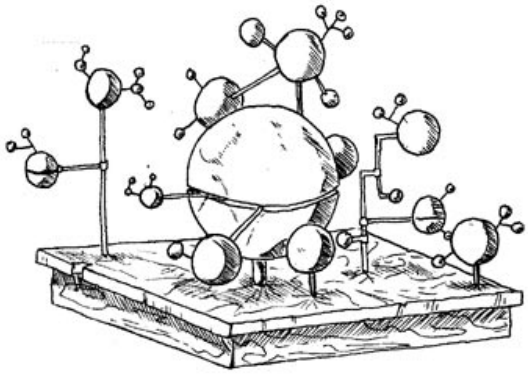
In the d20 System, most equipment is essentially an extension of a character. Most tools, for example, only exist to allow certain skills to be exercised. Weapons define how much and what kind of damage a character inflicts in combat. Armour and shields defend, while components fuel the spells they cast. Very little identity is often given to these vital items and so equipment in general can become very ill-defined. This PDF, with its many pages of options and designs, seeks to redress this balance by providing something new for every race and class. Games Masters and players will discover items here that will help refine or even redefine their characters. Regardless of taste, there is something in here for everyone.

# Arcane Sorcery

Magic is the first tool of choice for both the wizard and the sorcerer, yet there are times when a sharp dagger is more useful than a *cone of cold* or *meteor swarm*. During expeditions to the wilderness and dark dungeons, arcane spellcasters face unique hazards in comparison to their comrades. They are extremely vulnerable to physical attacks as they rarely wear armour and, if forced to fight, the weapons they carry are rarely effective. Many attempt to remedy these weaknesses with spells and magical or mundane equipment. While magical incantations are normally an effective means to drive away attackers and stave off injury, few master enough spells to guarantee their safety at all times, particularly when they face a series of battles during the course of a day. Even a mundane tool is more reliable and easier to use than an equivalent spell.

## Alchillary Sphere

The process of alchemy is a complicated one, with a hundred different things that can go wrong at any point during the formulation of each new item. Some of these complications can be avoided through careful calculations and planning. While the Craft (alchemical) skill factors in these calculations, specialized equipment can provide an additional level of preparation. The alchillary sphere is a calculating device with dozens of wheels and orbs all pivoting around each other; the juxtapositions of these sphere represent chemical reactions that can occur during alchemical creation. Using an alchillary sphere requires an Intelligence of 16+ and a Dexterity of 13+ to operate its delicate moving parts. When used in conjunction with the Craft (alchemical) skill, this brass and crystal sphere adds a +2 competence bonus to the check and one day to the creation time required for any given project.



**Alchillary Sphere:** 250 gp, 2 lb.

## Cabalistic Robes

These fine robes are embroidered with fine precious metal filaments and inset with consecrated gems, each of which has a mystical significance. Cabalistic robes do not detect as magical, but they have a pseudo-magical effect when worn during the casting of any abjuration spell. As long as the robes remain worn during the entire duration of an abjuration spell cast by the wearer from his or her own memory (not cast from a scroll or other magical item), the spell is cast for all intents and purposes as if it were one level higher. This effect does not increase damage, but it will increase range, duration, and other level-dependent variables. The spell's save DC remains the same.

**Cabalistic Robes:** 2,000 gp, 5 lb.

## Cold Manacles

Lightly enchanted with ice magic, cold manacles produce a chilling effect when used to bind small or medium-sized characters, subduing the prisoner quite effectively. The wearer's Strength suffers a –4 circumstance penalty and a Will save (DC 11) must be made before any attempt to break through them. To break cold manacles requires a Strength check (DC 28). They have a hardness of 11 and 15 hit points. Locks for cold manacles must be purchased at an additional cost.

**Cold Manacles:** 375 gp, 2 lb.

## Dappelganger's Hide Binding

A book bound with dappelganger's hide automatically takes on the appearance of other books surrounding it, allowing it to be disguised on a shelf. The only tell-tale sign is its tactile feel, which is distinctly fleshy to the touch. Books bound in this hide increase the Search DC to locate them among other books by +10.

**Dappelganger's Hide Binding:** 125 gp, 0 lb.

## Echoing Chamber

All wizard's workrooms are laid out according to certain mystical lines and patterns of power, but there is one detail often overlooked; acoustics. The words of a spell can be every bit as important as the magic behind it, especially when dealing with the words of power associated with conjuration magic. When a conjuration spell is cast from a wizard's memory (not called forth from any kind of magical item) in an echoing chamber, it is cast for all intents and purposes as if it were one level higher. This effect does not increase damage, but it will increase range, duration, and other level-dependent variables. The spell's save DC is also increased by 1, but if the chamber is designed with a specific type of creature (demons, elementals, etc.) in mind, the DC for any conjuration spell involving that type increases by +2.

**Echoing Chamber:** 20,000 gp, Construction

## Greater Athame

An athame crafted from cast offs of a specific mage's body (including hair, nails, and even blood), a greater version of this tool focuses energies better than any other item as long as it is used by that spellcaster and no other. Once crafted and dedicated to its master (a process that costs 1,000 gp in oils, incense, and gem powders), no one else can hold the blade by the handle or its attunement is ruined permanently. While it remains attuned, a greater athame adds a +1 to the wielders Intelligence for the purposes of determining bonus spells and spell save DCs. The athame must be unsheathed and in hand to provide the latter bonus, the former occurs if the athame is held during arcane spell preparation (or for one hour each day in the case of a sorcerer) each day. A greater athame has the statistics of a dagger but loses its attunement if it ever strikes a living or undead creature and inflicts hit point damage.

**Greater Athame:** 1,200 gp, 1 lb.

## Gremlyn Grenade

A small hand-held circular shell, the gremlyn grenade is constructed using a combination of alchemical and arcane means. Once lit, it is thrown at a target where it explodes within one round.

**Gremlyn Grenade:** 150 gp; Dmg 2d6; Blast 5 ft.; Range 10 ft.; 1 lb.

## Knockerbomb

Similar to a lockbuster, the knockerbomb is built within a small reinforced barrel that shapes the blast of the explosive, guaranteeing even better results against locked portals. It has an effective Strength 50 and in every other way acts as a lockbuster.

**Knockerbomb:** 500 gp; Dmg 6d6; Blast 5 ft.; Range -; 20 lb.

## Lockbuster

Leaving rogues to stealthily pick locks, wizards, sorcerers and alchemists have a more direct route through locked doors. The lockbuster is a rectangular block of alchemical explosives with a fuse that can be sent to ignite within 1 to 10 rounds. The lockbuster may make a Strength check to break through a locked portal, as if it had Strength 30. Any living target within the area of effect must make an opposed Strength check or be knocked prone, as well as suffering the listed damage.

**Lockbuster:** 250 gp; Dmg 4d6; Blast 5 ft.; Range 2 ft.; 10 lb.

## Magus Diadem

A magus diadem holds jewels and places them in contact with the wearer's brow. This arcanely crafted item is not magical, but it does function as a way of containing and accessing gem-type spell components in a manner which does not destroy them upon casting. A single spell's gem, jewel, or powdered gemstone components can be set into a given diadem, turning them into an arcane focus instead. This means the components remain in existence after the spell is cast rather than be consumed.

**Magus Diadem:** Cost equals the value of the spell's gem component(s) x 10 in gold pieces, 1 lb.

## Page and Spell Marks

A wizard has a lot of studying to do every day to keep his magical talents maintained and his spell energies active. Without an hour's bookwork every day, cast spells remain lost and a wizard's effectiveness declines severely. While this hour represents years of practice at taking the least amount of time possible, there is always room for improvement. One way of reducing this margin of study is a carefully indexed tone of spells complete with bookmarks and sliding reference lines that can allow must faster parsing through the complex pages of a spell volume. A wizard using page and spell marks takes only 45 minutes to prepare spells each day.

**Page and Spell Marks:** 500 gp per book, these items cannot be moves between books, 1 lb.

## Portable Bookcase

Wizards and sages suffer more than most when forced to move. Laboratory equipment that becomes smashed and broken during transit can usually be replaced if the wizard has enough gold but books and collections of scrolls are often irreplaceable. The portable bookcase is a heavy and bulky item, but one that ensures its contents not only reach their eventual destination, but that they may also be accessed and read during the journey, simply by propping the case up and opening its catches. Up to 50 books may be stored inside a portable bookcase (adding to its weight, of course).

**Portable Bookcase:** 95 gp, 65 lb.

## Potion Belt

Holding up to 10 vials for easy access, the potion belt allows an adventuerer to down vital concoctions during pitched battle. One potion may be removed and drunk from a potion belt as a free action each round.

**Potion Belt:** 65 gp, 1 lb.

## Power Matrix

A wizard with a power matrix is capable of achieving a great deal more from transmutation spells than a mage without one, but the bulk and expense of this 'item' makes it impractical for field work. A power matrix is a collection of symbols, crystalline nodes, and inlaid metal work that becomes a permanent part of a chamber and takes up at least a ten foot square area. Within this matrix, arcane spells cast direct from memory as opposed to from magic items act as if they were one level higher. This effect increases damage, range, duration, and other level-dependent variables. A power matrix does increase a spell's DC.

**Power Matrix:** 18,000 gp, Construction

## Protective Bookcase

As eager as wizards may be to explore the world, uncover new magic items and old tomes, they can be absolutely paranoid about taking their precious spellbooks away from their libraries. The protective bookcase is a solid wooden case designed to contain a spellbook and yet be as indestructible as possible. The case is watertight, has a hardness of 10 and 8 hit points. In addition, it ignores the first 5 points of cold and fire damage it suffers every round, thanks to its many layers of varnish and treatments that seal its woodwork away from harm. There is no better method for protecting that precious spellbook.

**Protective Bookcase:** 45 gp, 6 lb.

## Salamander's Hide Binding

A book bound with salamander's hide is completely immune to heat and fire damage, making it much prized by adventuring wizards who face a range of dangers on a daily basis.

**Salamander's Hide Binding:** 150 gp, 0 lb.

## Skull Candle

This is an enchanted skull of a medium-sized creature with a candle affixed to the cranium. They are most popular with necromancers, dramatic bards and clerics worshipping gods of death or evil. Though used primarily for creating a foreboding atmosphere (granting the owner a +1 circumstance bonus to Bluff and Intimidate checks when lit), skull candles also have a lesser use – they burn for precisely one hour for every year the creature lived.

**Skull Candle:** 100 gp x CR of creature, 4 lb.

## Spell Staff

By wielding a spell staff, an invoker can channel more power into his spells by dedicating some small portion of his life essence into each spell. Not a magical item per se, a spell staff is crafted as a wood and metal inlaid channel for life force and grants an evocation specialist mage the ability to spend 1d4 hit points (rolled randomly each time) to cast an evocation spell as if it were one level higher. This effect increases damage, range, duration, saving throw DC, and other level-dependent variables. A spell staff can only be used once each round, even if the mage is capable of casting multiple spells in that amount of time.

**Spell Staff:** 2,400 gp, 2 lb.

## Treatise of the Elements

There are very few copies of this mighty tome available in the world and they can fetch far in excess of the price listed below. This book provides alchemists and sages with complete lists of ingredients along with their properties and weights, as well as theories studying their interaction. It is widely considered to be the pinnacle of alchemical research. Written in either draconic or alchemical cant, use of the tome doubles the time needed to make an Craft (alchemy) check but provides a +6 circumstance bonus to the check. This bonus stacks with an alchemist's lab.

**Treatise of the Elements:** 6,750 gp, 12 lb.

## Tribal Fetish

A small token usually made of carved bone or sacred wood and adorned with paint, stones, and sometimes the bearer's own blood, a tribal fetish operates only for the one who crafted it and requires the Craft (woodcarving) skill to create. A tribal fetish enhances enchantment magic, causing any spell cast through it by the bearer from his spells per day and not from an item of any sort to act as if it were one level higher. This effect increases damage, range, duration, saving throw DC, and other level-dependent variables. Tribal fetishes are not expensive to make, but they are only useful once, vanishing after spell casting, and a user can only have one crafted at a time. A fetish takes one day to carve.

**Tribal Fetish:** 20 gp, 0 lb.

# Bards and Theatres

Although not overly dependent on tools, bards can benefit from a variety of specially designed equipment. Their primary focus rests on instruments as these tools for making music are the focus for both their magic and many of their skills.

Like many fields, music has a variety of exotic tools that fit the needs of the performer. In some cases these are simple props designed to evoke a particular mood or feeling. In other cases these items are vital, if esoteric, tools for performing specialised tasks. Bards that engage in theft, smuggling, or other such activities often find their unique tools give them a discrete advantage. People expect to find strange things in a bard's baggage - they rarely question what they see.

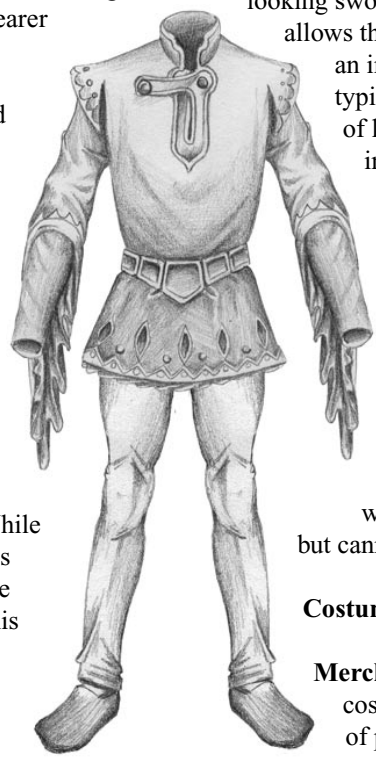
## Acrobat's Boots

These comfortable boots are reputedly of sylvan or fey make, though they are more commonly made from ancient patterns of the same. While they are softer than most footwear and do not provide the same protection along the soles (-1 to any saving throw required for dangerous footing, including caltrops), they allow the wearer to feel the ground better and react to changing conditions. This provides a +1 equipment bonus to Balance and Tumble checks made out of combat.

**Acrobat's Boots:** 120 gp, 1 lb.

## Costumes

A costume looks from a distance like armour, weapons, trinkets, and cloths of the appropriate type. In reality a costume is a loosely constructed set of cloths and paste items that is not only cheap to make, but easy to replace at need. While wearing a costume the character gains a +1 bonus to both Bluff and Disguise checks associated with maintaining his role. It takes a full round action to change from one costume to another. Masterwork costumes are less generic than a regular costume, and provide a +2 circumstance bonus to both Bluff and Disguise skill checks associated with impersonating a specific person. All masterwork costumes cost +75 gp over the listed costume cost. Creating a costume requires a Craft (tailor) skill check (DC 15).



Deity: When purchased the buyer must select which deity this costume represents. For a distance it appears to be made of finely shimmering silk, with elaborate tokens representing the deity's various symbols. Closer inspection reveals that the cloth is just closely woven sackcloth covered with bits of clear paste, while the symbols are elaborately carved and gilded pieces of wood.

**Costume, deity:** 5 gp, 12 lb.

**Greater Noble:** Apparently gem encrusted and highly embroidered, this costume typically has both outer and inner robes, a cape, a selection of jewelry, as well as elaborately tooled belts, gloves, and shoes. It also has various regalia of office for the high nobles of the land – scepters, crowns, orbs, and anything else that might be appropriate. The gems are glass and paste, the embroidery heavy paint, and the regalia gilded wood, but it all looks good under the right light.

**Costume, greater noble:** 4 gp, 10 lb.

**Hero:** Bright, shining paste/foil-plate mail, a cape apparently made of velvet, and a quite wicked looking sword (glowing with a light spell) allows the wearer of this costume to cut an impressive figure. This costume is typically used to represent a figure out of legends, the noble knight who comes in to save the day.

**Costume, hero:** 3 gp, 8 lb.

**Lesser Noble:** This costume has many similarities with the greater noble costume, but with less ornamentation and accessories. These costumes typically represent the lower nobles of the court, courtiers, or the rich who would like to be thought of us nobles but cannot quite make the cut.

**Costume, lesser noble:** 3 gp, 10 lb.

**Merchant:** Made of stout fabrics this costume serves to convey the feeling of prosperity and wealth. Less ornamented than noble costumes, they are suitable for the portrayal of

prosperous merchants or other important people in a community (aldermen, town council members, etc.)

**Costume, merchant:** 2 gp, 8 lb.

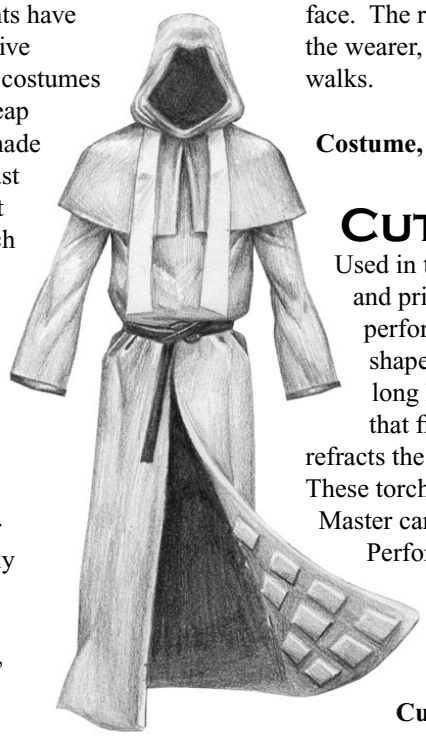
**Monster:** A monster costume typically comprises of some kind of elaborate mask or head gear, along with clawed paws and a body drape. It represents the 'generic' monster that is sometimes required in stage shows, typically quickly dispatched by the hero.

**Costume, monster:** 10 gp, 20 lb.

**Pauper:** These surprisingly well-constructed rags hold together under the demanding effort of stage performance. They appear to be nothing more than tattered wraps, but are in fact carefully constructed so as not to fall apart while fighting, running, tumbling, or engaged in other activity. They also typically appear quite dirty despite being cleaned regularly.

**Costume, pauper:** 1 gp, 5 lb.

**Priest:** These mock vestments have the appearance of an impressive ecclesiastical outfit. Like all costumes it is composed entirely of cheap materials and paste. When made or purchased the costume must be dedicated to a specific cult or deity; the vestments of each organization are different enough that there is no one 'generic' priest costume.



**Costume, priest:** 5 gp, 8 lb.

**Townsman:** A townsman costume consists of whatever kinds of clothing a moderately prosperous tradesman form a particular region might wear. This includes a smock, breaches, hose, shoes, belt, shirt, and cap.

**Costume, townsman:** 2 gp, 5 lb.

**Villain (arcane):** This costume consists of a thick black robe heavily embroidered, a gnarled staff, and a tall peaked hat. The entire ensemble is accessorized with gilded belts, shoes, rings, and various dried animal parts. Many bards add a few *light* or *continual flame* spells to the costume to give it a magical air.

**Costume, villain (arcane):** 4 gp, 12 lb.

**Villain (rich):** This costume looks a great deal like a greater noble's costume, with a strong emphasis on black cloth, red accessories, and golden baubles to play with while ranting about the horrible fate awaiting the heroes.

**Costume, villain (rich):** 4 gp, 8 lb.

**Warrior:** A warrior costume consists of mock chain mail (often knitted), a pot metal or tin breastplate, and a mock sword or spear. The entire suit is modelled to look like a soldier's uniform and kit from a specific country or locality. Depending on how far away that locality is the costume might or might look anything like the corresponding uniform.

**Costume, warrior:** 8 gp, 15 lb.

**Wraith:** This costume consists of a long black cloak and robe, with a kind of gauze mask that prevents the audience from seeing the wearer's face. The robe is cut so that it flows easily around the wearer, making him appear to glide as he walks.

**Costume, wraith:** 5 gp, 12 lb.

## Cut Crystal Torch

Used in theaters to provide coloured lighting and prismatic effects during musical and stage performances, a cut crystal torch is usually shaped to resemble a torch but is in fact a long handled oil lantern with a crystal head that fits over the burning wick. This crystal refracts the light along hundreds of tiny facets. These torches are mostly decorative, but a Games Master can ascribe a +1 equipment bonus to Perform checks if they might benefit from special lightning and bursts of colours. A cut crystal torch sheds as much light as a standard lantern.

**Cut Crystal Torch:** 200 gp, 2 lb.

## Eagle's Reach

These gripping tools are shaped like a three fingered hand with a stationary thumb and used primarily to hold changing sets during stage plays when set personnel would be a distraction. An eagle's reach can attach five foot poles up to a total reach of 25 feet and comes with that many pieces included when purchased. An eagle's reach

tool cannot be used as a weapon, but it can hold and release loads of up to 5 pounds and push and pull up to 50 pounds. Any fine work (including delivering items into combat or precise targeting of any kind) requires a Dexterity check (DC 15 or greater, as determined by the Games Master).

**Eagle's Reach:** 80 gp, 15 lb.

## Feathered Cloak

A feathered cloak is an example of a specialized piece of costuming used to make the wearer resemble a humanoid or monstrous humanoid of a race other than his own. While these are hardly enough to fool an audience by themselves and are generally only used as an enhancement to performances on stage, they can be used in conjunction with the Disguise skill to apply a +1 bonus to skill checks when the wearer attempts to impersonate a creature with an appearance appropriate to the type of cloak (feathered, scaled, leathery, or otherwise).

**Feathered Cloak:** 75 gp, 3 lb.

## Half-Mask

Actors and troubadours often wear these stylish half masks made from silk, felt, feathers, sequins, and false gemstones to enhance their roles and make their performances more vibrant. While they do not provide a direct bonus to Perform checks, they do allow the wearer to make a straight Disguise check (unmodified by anything but skill, statistic, and magical bonus) against a DC of 20. If successful, the mask has drawn so much attention that when the wearer takes it off, he will not be recognizable as the person who wore it. This is not a magical effect and can be negated by a Spot check that beats the Disguise check's total value.

Half Mask: 2,400 gp, 0 lb.

## Jumping Balls

These fun toys are made of rubber (or filled, sewn bladders when rubber is not available) and bounce extremely high when thrown or allowed to drop from a height. By themselves, they provide an amusing display but when used in conjunction with a Bluff check, they can distract an opponent any allow a user to escape from combat without drawing an attack of opportunity. The Bluff check is made against the Will save of any and all creatures threatening the user as a series of opposed roll. The user of the jumping balls (which come in a pack of twelve and must all be used at once) can take any action he wishes in addition to stepping out of threatened areas, drawing attacks of opportunity only from those opponents that beat his skill check. This 'free' action still takes the usual amount of time and cannot include ranged attacks while in a threatened area or spellcasting.

**Jumping Balls:** 60 gp, 1 lb.

## Icemist Blocks

These alchemical items can be created at a DC of 18 and, when dropped into water, give off thick clouds of cold vapour. Icemist blocks must be handled with gloves or gauntlets and packaged in leather wrapped sheathes; flesh contact with one of these inflicts 1 point of cold damage each round. This contact or immersion in water also starts to dissolve the block and destroys it in 2d4 rounds. Each round an icemist block in water, it generates a 5 foot cube of mist. Multiple blocks create this much mist per block and all smoke generated obeys wind and weather conditions appropriately.

**Icemist Block:** 50 gp, 1 lb.

## Magic Tricks

These small props are used for a wide variety of feats of legerdemain. These tools are not magical in and of themselves. Most are just props. A few have some minor alchemical alterations made to them so that they are more useful. Using the appropriate prop gives the character a +2 circumstance bonus to his Sleight of Hand check when performing the trick.

**Flower:** Flower is a generic name for a number of small, folding, spring loaded objects that expand to 'full sized' versions of a thing. Examples include balls, flowers, small animals, and various abstract geometric shapes. Each flower has only a single shape, chosen when it is purchased.

**Flower:** 1 gp, 0 lb.

**Moving Ball:** This fairly expensive ball set allows someone without the ability to cast spells to 'pretend' to move a ball around a table without touch it. The ball contains a round iron ball within it; the second part of the trick is a strong loadstone. The loadstone is held under the ball (typically though a wooden table) and moved to cause the ball to 'magically' shift position.

**Moving Ball:** 15 gp, 0 lb.

**Stick-em:** One of the greatest inventions for those attempting legerdemain is this thin, slightly sticky substance that can easily be wiped off and leaves almost no residue. It can be applied to any object, but lacks the adhesive strength to hold more than a card or small sheet of paper. Generally it is used in tricks that involve small objects sticking together (like a card to a wall).

**Stick-em:** 2 gp, 0 lb.

**Snap Lock:** This addition to any normal locking device (door, manacles, etc.) modifies the lock so that under normal pressure it holds like it usually would, but under pressure from a specific direction the lock snaps open. When using a manacle or other object equipped with a snap lock the character gets a +2 circumstance bonus to his Escape Artist skill check to remove the object.

**Snap Lock:** +10 gp, 0 lb.

**Trick Cards:** There are a variety of different kinds of trick cards. Most such cards are either marked in some way (with a pattern on the back, or a notch on one or more edges) or have an unusual stack of cards (all 3s, all hearts, etc.) Each trick card deck is used for a single card trick and cannot be used for any other.

**Trick cards:** 5 gp, 0 lb.

## Magical Hat

A specially constructed hat with a solid core and brim, a magical hat has dozens of hidden compartments, opening hatches, and pockets sewn into its lining. When using the Slight of Hand skill in conjunction with the hat and items of less than 1 lb. of weight, a 'magical' hat adds a +2 equipment bonus to all skill checks. This is generally only useful during performances as the hat is too obvious to be used for pick pocketing attempts in most cases.

**Magical Hat:** 70 gp, 2 lb.

## Ostrich Tack

This category of items is indicative of the special items needed to allow large beasts and animals other than horses to be ridden with any level of real skill. Ostrich tack has to be designed for a specific animal type in mind and can even be constructed for aquatic animals in an appropriate environment. These exotic saddles, bridles, and other accessories provide the user with the ability to use their ride skill with the animal wearing them without suffering any kind of unfamiliarity bonus. Ostrich Tack is always considered masterwork and cannot gain any further bonuses from workmanship alone.

**Ostrich Tack:** 2,400 gp, 2 lb.

## Perfected Perfumes

A broad group of items, perfume can be tailored to have a stronger effect on a given type of creature, always of the humanoid variety. While the effects of perfume are normally subsumed into Diplomacy and Charisma checks, perfected perfumes are tailored to create an attraction between the wearer and a specific race. If the wearer makes a Charisma based skill check within 20 feet of a member of this race, it gains a +1 bonus the first time a given skill is used. Perfume wears off after 1d4 hours and must be reapplied.

**Perfected Perfumes:** 300 gp a bottle, 1 lb.

## Scent Powders

Scent powders are used by stage performers by adding them a few pinches at a time into fires around the performance area. Scent powders generate a 20 foot radius area of smell and can be purchased to generate any scent desired. This can make a play more 'real' to its viewers by emanating a scent from something in the performance, but it can also be used to make an illusion more believable. If the scent powder is burned in conjunction with an illusion that could be more convincing if it were smelled (such as blood on a battlefield, etc.), any Will save to avoid the illusion's effect is penalized by -1. Scent powders must be purchased 'by the smell' so to speak, with each packet being its own unchangeable scent.

**Scent Powder:** 20 gp per packet, 1 lb.

## Theatre Chair

Many auditoriums and public performance areas do not provide any seating for the audience. These folding chairs are made of canvas and wood and take up only a small part of a backpack when collapsed. A theatre chair can hold up to 250 lbs. of user and gear before breaking and have a 1 hardness and 10 hit points. What they have in convenience they pay for in comfort; most people dislike sitting in a theater chair for longer than an hour or two. They do, however, beat standing.

**Theatre Chair:** 18 gp, 2 lb.

# Clerics and Temples

While the true strength of the cleric lies in his connection to his church and his god, his equipment can greatly enhance his natural abilities if chosen wisely. This chapter takes a detailed look into some of the highly specialised equipment clerics and other religious adherents may take while adventuring, as well as those items that can greatly boost the capabilities of any temple.

## Altar Case

A temple's altar is normally desecrated when it gets uprooted or moved, but an altar case allows it to be contained and transported without the aura of the temple's divinity fading from it. An altar is usually the focus of a *hallow* spell and certain other priestly magicks. By using an altar case, the altar can be moved to a new location and set back up as a central point of worship. While in transit, an altar does not allow the effects of *hallow* to extend beyond the confines of the case, but the spell is not ruined as it normally would be by this transport. It takes one hour to set up an altar before spell effects begin again in the new location.

**Altar Case:** 500 gp, 20 lb.

## Benighting Oil

Used during some of the bleakest and most dour services a church can perform, benighting oil is used to mark the brow and face of a worshipper being cast out of the clergy or the church's faithful. Only used when no other option presents itself, benighting oil is not magical but carries a certain energy of faith that makes itself apparent when used in conjunction with the *mark of justice* or *bestow curse* spell. When this oil is added as a component in the casting of these spells on a member of the divine caster's own religion, all saving throws allowed by them are penalized by -2. It takes one pint per subject to get this effect.

**Benighting Oil:** 150 gp per pint, 1 lb.

## Blessed Weapons

Permanently blessing a weapon is a process highly sort after by many adventurers, particularly those who battle against undead and other creatures of the night. Blessing a weapon will take a temple one day to perform. The weapon is thereafter always considered to be blessed but does not gain any enhancement bonus.

**Blessed Weapon:** +500 gp

## Divine Symbol

Similar to a holy symbol, a divine symbol has been touched by the raw power of its patron deity, either through the blessings of a very high level cleric or a celestial being in the deity's employ. This charges it with an incredible amount of divine power which can be sensed (though not necessarily identified) by merely touching the device. When used as a divine focus with spells that require one, it grants a +1 bonus to the DC to resist the spell. In addition, the divine symbol grants a +2 sacred (or profane) bonus to all checks made to turn (or rebuke) undead.

**Divine Symbol:** 1,000 gp, 3 lb.

## Dousing Well

An item installed in some outdoor shrines that are not located near streams or natural lakes, a dousing well is used for two basic purposes

besides drinking water. Dousing wells are used for baptisms either by carting up water and pouring it over older faithful or actually lowering young children or infants down in specially designed buckets and immersing them for a brief moment. The other use is as a scrying focus, taking the place of a mirror or other items needed for 5th level or lower scrying spells. Only clergy or druids dedicated to the temple where the well is located can use it for this purpose.

**Dousing Well:** 240 gp, Construction

## Faith Beads

A tool of faith for those who have given themselves over to a religion but not joined the priesthood, these beeds are usually made of common stone, smoothed by tumbling and strung on a tough but flexible piece of sinew. When a follower of a religion (including its clergy) uses these beads during prayers or meditation, their minds are aided in becoming clearer and more focused. This grants a +1 Concentration check equipment bonus when casting divine spells without somatic components.

**Faith Beads:** 2,400 gp, 1 lb.

## Holy Cookery

Many religions feature food as a central tenet of their worship services. This food has to be specially prepared using pots, cookware, and fire implements dedicated to that purpose alone. This set of holy cookery can only be used to make such sacred meals and foodstuffs, but its ability to focus the will of the clergymen using them is very valuable. If any foodstuff made with these implements has a divine magical effect, that effect gains an increase of one caster level to all of its variable effects.

**Holy Cookery:** 2,400 gp, 2 lb.

## Laity Robes

Robes used to identify worshippers for attendance at high rites and solemn church services, these are markedly different in some way from the cowls and robes that priests wear while still retaining some level of similarity. Laity robes are finely made and can be used as part of an *antipathy, repulsion, forbiddance,* or other similar magic to exclude those wearing them from its effects. Any number of robes can be added to this exclusion, but every ten included in this way increases the spell's casting time by one round.

**Laity Robes:** 40 gp, 3 lb.

## Parish Markers

Special stones, typically engraved with highly stylised versions of a religion's most sacred and recognized symbol, these parish markers can be placed at the outer edges of a church's direct territory to inform those who pass them that they enter holy ground. This has a psychological effect of its own, but when used in conjunction with a *hallow* or similar magic, parish markers extend the area of effect to include up to 200 feet of land around the church itself. At least four such stones must be used; more may be required if the area to be added is not perfectly square or rectangular.

**Parish Markers:** 75 gp each, 80 lb.

## Ritual Masks

Masks appear in all shapes and sizes though out arcane, civil, and religious ceremonies. The mask may be nothing more than a strip of cloth tied around the eyes, or as complicated as a head-engulfing piece of ceramics covered with streamers and gems. Whatever its construction, a mask provides a degree of anonymity to the

person wearing it. Even if it does not completely obscure the wearer's features, many polite societies will pretend that it does. Rituals masks have an additional element of mysticism associated with them. No matter how simply or elaborately constructed, these masks allow the wearer to transform into the thing the mask represents. This is not a literal transformation, but rather a spiritual addition of elements that allows the wearer to act, within the ritual context, as the creature represented by the mask.

The creation of ritual masks is a closely guarded secret passed down within temples and druidic groves. They can only be created by divine spell casters with the Craft Wondrous Object feat and at least 5 ranks in both Craft (sculpture) and Craft (leatherworking). Whatever their construction masks can take very little damage before becoming worthless; even one point of damage will negate their powers. Masks may either be made for a specific individual and ritual event or may be generic objects handed down within the church. Masks custom crafted for an event are more powerful, but become useless after the event has passed. The event or time they were created can last no more than one hour and typically is tied to a specific day or set of circumstances. Generic masks give very minor bonuses but can be used at any time.

**Celestial:** A celestial mask typically appears to be made of solid gold, although most are merely gilded leather. The mask depicts the stylised features of a celestial entity, complete with long white feathers for hair. Particularly elaborate celestial masks cover the wearer's face entirely, and have a long cascading cloak of feathers attached to a leather yoke. Custom crafted celestial masks give the wearer the ability to stack channelling attempts, expending one channelling attempt as the base. Each additional attempt gives the character a +2 on the first channelling check he makes. Generic masks give the wearer a +1 bonus on his channelling checks so long as he wearers it.

**Celestial Mask:** 200 gp, 2 lb.

**Death:** A death mask depicts the terrifying visage of personified death, typically a grinning skull or skull-like face. The death mask may include a long, black shroud attached to the back of the wooden front piece. It is typically either white or the faded yellow of aged ivory. Custom crafted death masks doubles length of time that the target of a *raise dead* or *reincarnation* can be dead and still return to life. A generic death mask grants either +1 day or +1 week to the length of time as appropriate for the spell.

**Death Mask:** 150 gp, 2 lb.

**Demonic:** Demonic masks look like snarling, twisted faces covered with spikes and scales. Some particularly elaborate masks of this type have leather, glass, or even jewelled scales, along with blackened iron or tarnished copper spikes to add to the horrific effect. Custom crafted demonic masks give their wearer +1 effective level when casting evil spells. Generic demonic masks give the wearer a +1 bonus to damage done with any kind of *inflict wounds* spell.

**Demonic Mask:** 300 gp, 2 lb.

**Divine:** Divine masks are crafted to look like stylised versions of a specific deity's features. Each divine mask is a unique piece of art, reflecting the deity's inner essence. They are always of the most elaborate construction and made of the most costly materials available to the temple. Custom crafted divine masks maximizes (as the maximize spell feat) any spell from the deity's domain lists cast by the wearer. Generic divine masks allow the wearer to use one of his domain abilities twice in one day. Divine masks only work for divine spell casters dedicated to the god the mask depicts.

**Divine Mask:** 1,000 gp, 2 lb.

**Dragon:** Dragon masks are elaborate, massive masks covered with ribbons, streamers, and tassels. They weigh anywhere between 30 and 60 lbs. Most have shoulder rests to make them easier to wear. Dragon masks may depict the features of an actual dragon type, but more often they show a stylised version of what a dragon might look like. Custom crafted dragon masks allow the wearer to attack incorporeal creatures as though he had the ghost touch ability. Generic dragon masks reduce the character's miss chance against incorporeal creatures by 20%.

**Dragon Mask:** 900 gp, 45 lb.

**Ghost:** Ghost masks represent the spirits of the dead. They may look like grey faced mortals or like slightly twisted versions of the death masks listed above. In either case the mask has a certain eerie quality that unsettles the viewer. Some of these masks incorporate full body shrouds of thin gauze; others simply have a few drapes suggestive

of a funeral shroud. Custom crafted ghost masks allow the wearer to speak with a specific corpse regardless of its condition. Generic ghost masks give the wearer the ability to see invisible ghosts (and only ghosts) by expending a turn undead attempt. This second effect lasts for a number of rounds equal to the character's positive Charisma modifier.

**Ghost Mask:** 200 gp, 6 lb.

**Totemic:** Totemic masks are stylised representations of animals local to the area. Some are anthropomorphic, pasting animal features onto human faces. Others attempt to almost fully mask the human nature of the wearer, presenting as many animal features as possible. In either case totemic masks incorporate natural materials including hair and feathers as appropriate for the creature depicted. Custom crafted totemic masks insure accurate and truthful answers from any animal spoke to using a *speak with animals* spell. Generic totemic masks give a +2 circumstance bonus to the character's Handle Animal and Survival skill checks.

**Totemic Mask:** 150 gp, 4 lb.

## Sacred Tablets

When a church wishes to preserve the holy texts of its religion against the predations of fire, flood, and time, they engraved the most important passages of those tomes onto hard, unyielding stone. This made the words craved there proof against most of the forces of nature and kept them protected even from scourges launched by other religions. In and of themselves, these texts have no power, but cleric with the ability to use them as a divine focus for curing (or injuring spells, depending on alignment) cast directly by him and not gained through a magical item can use the devotion inherent in the stone to add +1 to each healing (or harming) die rolled. To do this, the stones must have a *bless* spell cast on them, but one such spell keeps the stone tables effective for 24 hours.

**Scared Tablets:** 2,400 gp, 2 lb.

## Tonsure Shears

A simple pair of circular shears with a curved razor blade attached to their underside, tonsure sheers are used to provide the 'bald spot' haircut common in some religions, especially those based on the tenets of privation and sacrifice. A cleric who has been tonsured suffers no game penalties and receives a reaction adjustment of 1 towards those either sympathetic (+1) to his church or against its teachings (-1) while his tonsure is visible and uncovered.

**Tonsure Shears:** 8 gp, 1 lb.

## Usher's Crook

In larger churches, the task of seating the faithful for services is granted to ushers, specially trained members of the clergy who can interact with the public and keep them under control long enough for a church meeting to begin. To aid them in this task, an usher may carry a crook to help guide people to their proper seat. This staff is six or seven feet long, acts as a quarterstaff in battle, and provides a +1 circumstance bonus to Diplomacy checks when dealing with people who recognize the usher's church-granted authority.

**Usher's Crook:** 24 gp, 3 lb.

## Vestments of the Faithful

During the highest of rituals and the grandest of convocations in a given church, the priesthood may opt to wear vestments over their normal religious garb. These vestments are oversized tabards with depictions of sacred imagery and icons sewn into them with careful embroidery and embellishment. Used in conjunction with spiritual praise and congregational work, vestments of the faithful add a circumstance bonus of +1 to any checks required to sway the minds or gather the devotional power of a temple audience (the Games Master determines when and how this bonus applies, if at all).

**Vestments of the Faithful:** 90 gp, 2 lb.

# Food, Drink, Poisons and Herbs

Many adventurers seem happy to exist on nothing more nourishing than trail rations and a mug of ale at the nearest tavern. However, the sheer amount of gold an adventurer can expect to earn during a successful career allows him to sample the very height of luxury as far as food and drink are concerned. In addition, many adventurers pass up the opportunity to fortify themselves and expand their abilities through the use of herbs and drugs. Many become suspicious of such concoctions, as they can have unwanted side effects but the right brew at the right time can provide amazing benefits.

## Accennan's Rage

This light blue-coloured poison is the result of the slow distilling of a raging barbarian's blood with the venom of a rare river snake of the tropics. Initial damage to the victim occurs two rounds after the poison takes effect. The victim will rage (as the barbarian special ability) for two rounds and cannot voluntarily end the rage. He will attack the nearest living target during this time. After two rounds of raging, the second saving throw is made and, if failed, the victim will rage, as above, for another two rounds. After the rage subsides, he will be considered fatigued as a barbarian is after the rage.

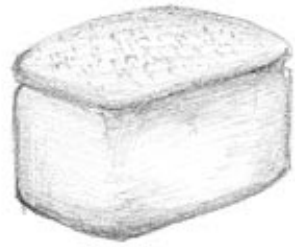
**Accennan's Rage:** Ingested DC 20; Initial damage rage; Secondary damage rage; 2,500 gp.

## Afterthought Tea

This rather pungent pink tea tastes almost as bad as it smells. However, it also interferes with the male fertility system, allowing the drinker to engage in non-platonic relationships without fear of getting his partner pregnant. The tea is extremely effective, but must be taken for at least one week to be effective. Once the tea kicks in the drinker must make a Fortitude saving throw (DC 13) or become permanently infertile. The drinker must make this save each week he uses this preparation.

**Afterthought Tea:** 5 gp, 1 lb.

## Alebread



A dwarven specialty item, alebread is baked with a heavy, potent ale that retains a good deal of its alcoholic content when exposed to heat. This makes for a dark brown bread that tastes heavily of yeast, strong grains, and powerful ale. One inch-thick slice of alebread is as intoxicating as a mug of human-brewed ale, which means most dwarves have to eat seven or eight slices to feel any level of intoxication at all. One loaf yields twelve slices.

**Alebread:** 5 gp, 2 lb.

## Balancing Feast

Not all feast are experiences in decadence and excess. A balancing feast may take up at a month to plan and prepare, as each item must be properly prepared for its individual guest. Each dish has complementary culinary and medicinal values, the cumulative effect of which can be astounding. It takes one week per ten people invited to plan and prepare a balancing feat. Additionally, the lead chef must have 10 ranks in Healing and Profession (cook) to create the meal. At the end of the feast each guest may make a Fortitude save (DC 15). If he succeeds then the balancing feast restores some of his body's natural function, healing 1d4 points of permanent ability damage.

**Balancing Feast:** 50 gp per guest, 20 lb. per guest

## Bitter Tea

Used primarily amongst noble families, this poison is concocted from herbs that are similar in appearance to tea leaves. It is incredibly hard to detect as it looks, smells and tastes just like ordinary tea.

**Bitter Tea:** Ingested DC 25; Initial damage 2d6 Con; Secondary damage 1d6 Con; 1,400 gp.

## Carobache

A thick soup with a sweet taste, carobache is usually eaten by halflings and humans for dessert. The soup has a cream base with chunks of sweet brown confection flavoured with carob beans. A little too flavourful for most human palettes, halflings absolutely adore this cloying broth and it has proven itself a popular menu item in many halfling run and halfling frequented establishments. Other races with a taste for carobache tend to use it as a dip for bland white bread or vegetables.

**Carobache:** 2 sp. per bowl, 5 lb.

## Champion's Breakfast

This high protein, high carbohydrate breakfast substance must be broken down with a knife and soaked in milk before being deemed edible by most intelligent species. Dwarves and orcs will sometimes tough it out to 'prove they can be champions.' When consumed, the herbs and protein in the mix give the character a euphoric feeling as well as increased energy. For the next four hours the character has a +1 morale bonus to saves against fear effects.

**Champion's Breakfast:** 4 gp, ½ lb.

## Combat Drugs

There are many different versions of combat drugs, mixed by alchemist and tribal shaman alike but they all have a similar effect. After swallowing a dose of combat drugs (a move action), the effects of them last for 1d6 x 10 minutes. The user will be able to continue to fight normally even while technically disabled or dying but will fail any non-Strength or Constitution based check. In addition, all Will saves during this period will suffer a –2 circumstance penalty.

**Combat Drugs:** 50 gp, 0 lb.

## Dancer's Chew

One of the quiet secrets of dancing is the pain that dancers feel all the time. Their bodies, ravaged by the constant physical demands of their art, constantly throb with crippling pain. The broken small bones in their feet, fused into odd shapes as they kept dancing despite the pain, jerk with sharp agony each time they make a normal step. Fortunately, alchemists invented this dark brown chew, which leaches away pain and allows them to follow the driving dictates of their art. Chewing one of these small drops takes a full round. One round after chewing, the narcotics in the gum take effect. The chewer can ignore subdual damage for a number of minutes equal to his Constitution modifier, then passes into a state of bliss lasting for one hour. While in this state the chewer is *confused* (as the spell). The chewer may make a Fortitude save (DC 17) to resist passing into the confused state. Each bag of dancer's chew has ten chews.

**Dancer's Chew:** 15 gp, ½ lb.

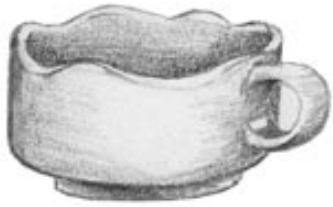
## Darjhal Tea

Darjhal Tea is a rare blend of herbs and spices from exotic southern lands, blended with a small amount of milk and honey for a soothing affect on its otherwise harsh taste. Drinkers of Darjhal tea find their minds calm and their nerves softer after even a single cup. Once every 24 hours, a draught of Darjhal tea can provide a +2 bonus to all Concentration checks made for the next hour. This bonus only occurs for a freshly brewed hot Darjhal tea, an action which takes ten minutes and does not require a skill check.

**Darjhal Tea:** 500 gp.

## Dawn's Light Tea

Dawn's light tea strengthens the libido and the constitution of a male of female drinking it. In theory one cup of the tea will keep one active from 'sunset to dawn's light'. In practice it allows the drinker to avoid exhaustion for one hour after being ingested. However, after that time the drinker feels the



full effects of his exertions and must rest normally. Additionally, the tea acts as a fertility enhancer. Each bag of tea has enough of the mixture to make 10 cups.

**Dawn's Light Tea:** 50 gp, ½ lb.

## Dragon's Blood

Dragon's blood is actually the crystallized sap of a particular plant, not the blood of a true dragon, but it does hold a great deal of mystical potency. When a dram of dragon's blood is added to the mixture of any potion being brewed, it raises the caster level of the spell imparted by that potion by +1. This increases every level variable effect, including DC when appropriate. To brew a raw dram of dragon's blood properly for this effect, the user must make a Craft (alchemical) check at a DC 18. This does not take an appreciable amount of time and does not increase the brewing time of a given potion significantly.

**Dragon's Blood:** 50 gp per raw dram

## Elephant Trunk

This meal item is indicative of the kinds of bizarre specialty items that human patrons tend to ask for as a sign of their money and social status. Not often as tasty as those who eat it make it out to be, items like elephant trunks are distinguished more for their rarity and strange origins than for their culinary appeal. Adventurous characters can often find work for rich employers in the form of long distance travel to collect 'delicacies' like this. Far more expensive that even this level of effort gives it any right to be, a meal of elephant trunk is an expression of having a great deal more money than sense.

**Elephant Trunk:** 500 gp uncooked (other items will vary in weight and price), 25 lb.

## Forethought's Flan

This bland, almost tasteless custard like substance seems to be completely without merit. However, experienced tavern crawlers routinely down a full serving of it before heading out for a night's work. To anyone who can choke it down (Fortitude save DC 10) forethought's flan provides a +2 circumstance penalty for eight hours against ingested poisons, including alcohol. It also allows those fortunate few to imbue heavily without fear of a hangover the next morning. Forethought's Flan does not travel well. It also spoils one day after being made. Creating forethought's flan requires a Profession (cooking) check (DC 20).

**Forethought's Flan:** 2 gp, 0 lb.

## Ghoul Toxin

Skilled alchemists have replicated the toxic venom produced by ghouls as a paralysing poison, much prized by assassins who are charged with capturing, rather than killing, their targets. Though rare and expensive, this concoction is highly effective.

**Ghoul Toxin, Lesser:** Injury DC 12; Initial damage paralysis; Secondary damage unconsciousness; 350 gp.
**Ghoul Toxin, Greater:** Injury DC 15; Initial damage paralysis; Secondary damage unconsciousness; 500 gp.

## Ginseng Essence

Ginseng is reputed for its healing powers, something that can be exhibited by skilful use of its essence in conjunction with a Heal check or the casting of any healing spell. A vial of ginseng essence imbibed by the recipient of either of these receives three extra hit points of healing immediately and, in the case of long term care, heals +1 hit point for each day of rest. Ginseng essence is very bitter and tends to be cut with honey or stevia, a sweetening herb, to make it more appealing.

**Ginseng Essence:** 60 gp per vial

## Green Rot

Made from the crushed juices of a dozen toxic plants, green rot is an utterly lethal ingested poison. It forms a thick green syrup which is relatively easy for many civilised races to detect but its lethality is normally worth the effort to disguise its presence.

**Green Rot:** Ingested DC 20; Initial damage 2d6 Con; Secondary damage 2d6 Con; 2,500 gp.

## Greenmeal

Gathered and baked by the wildest of elves for their own use and for others of elven blood, greenmeal cakes are a special form of vegetable bread that comes out of the oven greener than it went in. Greenmeal cakes are still alive as they only require enough heat to set its leavening and once they are made, they grow tiny offshoots and runners from the seeds embedded in their crusts. Elves who eat a single slice of greenmeal from a ten slice loaf gains all the nutrition they need for an entire day. Other races require at least one slice per meal, but can still subsist on just that much, making it a great space saver when packing rations for a long trip.

**Greenmeal:** 25 gp. Per loaf when available, 1 lb.

## Hellstrike

This is an expensive though much respected poison among assassins who will always seek to coat their blades with it if their employer's can pay its extortionate cost. Made from the crushed teeth and blood of devils, it is designed to severely weaken the strongest of targets, leaving them open to a follow up attack. Secondary damage occurs 3 rounds after initial.

**Hellstrike:** Injury DC 28; Initial damage 3d6 Con; Secondary damage 2d6 Str; 4,600 gp.

## Koulach

A bitter, rancid alcohol made from mixing bovine milk of any kind with a handful of aromatic and curdling herbs and burying the result for a year in an earthenware cask, koulach is popular among some barbarian tribes and humanoids. The smell of koulach is so rank that a hurled cask creates a 5 foot square area of stench that equals a non-magical *stinking cloud* spell that lasts 5 rounds with a saving throw DC of 14. Drinking koulach does not expose the imbiber to this effect, though it does require a strong Constitution (13+ or better to keep the vile brew down).

**Koulach:** 20 gp a cask on those rare occasions when it is for sale.

## Lavender Oil

Lavender oil is used by many herbalists to promote good rest and sweet dreams, an effect that can be of great benefit to those subject either stressful rest conditions or manipulation by others of their dream state. By inhaling a vial of lavender oil and anointing one's temples with it before sleep, a character receives a +1 to Will saves while asleep. This benefit is provided for any save that has to be made, but if the save is prompted by a *nightmare* or similar spell, a successful save closes the user's mind to the caster of the spell who will not be able to affect him again until he wakes up and the oil's effect ends.

**Lavender Oil:** 50 gp.

## Merriment Wine

This mulled wine takes years to make, but has a strong positive effect on people's outlooks. Some of the more suspicious folk in the world point to it as proof of a halfling conspiracy to take over the world. Most normal people look forward to the day when they can afford a nice, large glass of this red wine to start the evening out right with. Anyone drinking a full cup of merriment wine is immediately cured of all morale penalties deriving from any source. This effect lasts for four hours. After that time morale penalties from a continual effect (i.e. depression, a curse, or a similar effect) return in full force. The price listed below is for a bottle of merriment wine, each bottle holds six full cups.

**Merriment Wine:** 40 gp, 4 lb.

## Narthal

One of the closest things the orcish race has to a refined culinary item, narthal represents the height of their cooking arts. Narthal is a stew made of baked meats and individually prepared vegetables. Unusual for orc food in that vegetables are used in quantities equal to the meat, the unique blend of ingredients in narthal provides a balanced form of nutrition not usually found in their diet. Orcs with an intelligence of 12 or greater can often trace their superior development to meals of Narthal when they were children.

**Narthal:** 2 sp. per cauldron, 4 lb.

## Nevershiver Mead

A blend of several different herbs and alcoholic ingredients, nevershiver mead has a bolstering effect on the drinker's body temperature. A single glass of nevershiver mead makes the person consuming it immune to the effects of normal cold and provides 2 points of *resist elements* as per the spell. This effect is not cumulative and lasts one hour after consumption. Additional drinks only extend this duration.

**Nevershiver Mead:** 500 gp, 20 lb.

## Ploughman's Lunch

This simple yet hearty meal consists of cheese, pickles, onions, a bit of meat and a brisk herbal tea. After consuming it, the eater can shrug off the effects of fatigue and exhaustion. However, if he works for more than two hours at a stretch after eating his lunch he immediately becomes exhausted again. This leads to those who eat these lunches working very hard during the morning hours, then working in spurts broken up by long breaks during the afternoon and evening hours.

**Ploughman's Lunch:** 2 sp, 1 lb.

## Tingleberry Pie

A hands-down favorite among gnomes with a penchant for hyperactivity, tingleberry pie uses extracts form a dozen different beans, berries, and herbs to make a strangely bitter, oddly sweet pie with a creamy filling and a crunchy crust. Tingleberry pie has all the game effects of wakeberries in a single slice, including satisfying the same once-a-morning limitation that they possess. Gnomes who adore tingleberry pie tend to hate wakeberries in any form, which is odd since they taste similar and come from a common origin. Humans and other races rarely have that strong an opinion of this dish, but it is becoming increasingly popular in those venues where it is made.

**Tingleberry Pie:** 500 gp, 20 lb.

## Unicorn Roast

An example of the kind of depravity that some races will stoop to for power and to destroy something brighter and more beautiful than themselves, this food is quite literally the roasted hind quarters of a unicorn. Only those who willingly eat at least a pound of unicorn roast and know what it is and where it came from can 'benefit' from its powers. Those who partake of this feast with full knowledge and desire gain a +2 profane bonus to Strength, Constitution, and Intelligence for 24 hours and the virtual benefit of the Toughness feat (+3 hit points). One slain unicorn has enough meat to feed 24 humanoids of Medium size this way, with that total divided by half for Large or doubling for Small and the meat will not store at all, making it necessary to kill a unicorn on the same day that it is cooked.

**Unicorn Roast:** n/a gp (only a fresh kill is of any worth, so this meal is rarely if ever for sale), 1 lb.

## Willowmilk

Willowmilk is a breakfast drink made from the sap of weeping willow trees mixed with honey and cinnamon. A glass of willowmilk is very filling and while many find it an acquired taste, it does have the effect of waking up the muscles and body of the consumer. A single glass of willowmilk negates half the penalties of any exhaustion effect, including the penalty that comes from sleeping in armour. Willowmilk is not addictive, but those who use it on a regular basis develop a preference for it and tend to drink it as often as they can afford.

**Willowmilk:** 50 gp per 10 draught bottle.

# Honour Amongst Rogues

While most rogues rely on their wits and agility to escape most dangerous situations, the right tool at the right time can make the difference between life and death. Many of the typical rogue skills, such as Climb, Disable Device, and Open Lock, benefit from the use of highly specialised devices. Even simple items such as a coil of rope or a set of pitons can help a rogue successfully use his skills.

The 'mundane' equipment used by rogues is often anything but. Rogues like to use tools and items that enhance their skills and provide them with an unexpected edge in their adventures. Thus, many items favoured by them are complicated gadgets that often resemble magical items in their use and capabilities.

## Assassin's Goblet

This metal goblet, white in colour and bejewelled with ten small red gemstones, stands about 8 inches high. The inside of the goblet is bright red in colour. Assassins use goblets like this to kill their targets with a poison that is coated on the inner surface. The poison lies dormant until wine is added, at which point it is immediately activated and becomes deadly – other liquids will not trigger this effect. Once used the poison must be re-administered to the goblet, at a cost of 180 gp. The gemstones are rubies while the poison itself is quite deadly (DC 15, 1d12 hp initial damage, 2d6 temporary Con secondary damage).

**Assassin's Goblet:** 965 gp, 1 lb.

## Burglar's Bane

Burglar's Bane is an very fine odourless and colourless powder that is used to lightly 'dust' valuable objects that may be the target of thieves. One application of Burglar's Bane covers one square foot and, as it is translucent, requires a Spot check (DC 30) to notice. Anyone handling a dusted object will automatically get the powder on his hands, where it will remain, ingrained in the skin, for 1d3 days. If water is applied to the powder, it will turn rosy-red in colour, causing a thief to be literally caught red-handed. Necessity being the mother of invention, Thief's Soap has also been created by alchemists, though it is much rarer, often illegal and very expensive. Using Thief's Soap will remove any trace of Burglar's Bane, either from an object or a rogue's hands.

**Burglar's Bane:** 55 gp, 1 lb.
**Thief's Soap:** 295 gp, 0 lb.

## Caltrops, Spring-Loaded

These mechanical devices are no larger than normal caltrops, but the spring mounted inside them can force a hooked blade that not only pierces the foot but anchors the caltrop into the unfortunate person who steps on one. These items have the same statistics as normal caltrops, but their anchoring ability means that once a target is damaged by them, they must take a full round action to remove them or they have a maximum movement speed of 5 feet per round and take an additional point of damage every round that they move without pulling out the caltrop. Caltrops that are collected back up after use can be deployed again, but it takes 10 minutes to gather a scattered group of spring-loaded caltrops without taking damage.

**Caltrops, Spring Loaded:** 150 gp per bag, 2 lb.

## Frybombs

Another gnomish innovation, these tiny glass spheres have a send glass sphere inside them separating two compounds that react explosively and pyrotechnically with each other when they come into contact. A frybomb can be thrown as per a grenade like object or left to be stepped on in refuse or other obscurement. A character can make a Hide check to plant a frybomb; this skill check result will be opposed by a Spot roll from anyone who comes into contact with the bomb's location. If a frybomb is broken either by contact or being hurled, it does 3d6 fire damage in its 5 foot area of detonation and 1d6 to all surrounding 5 foot areas. Unlike alchemist's fire, frybombs do

not keep burning though they may set surrounding materials ablaze.

**Frybomb:** 110 gp each, ½ lb.

## Greater Lockpicks

Made of extremely resilient and flexible materials, a set of greater lockpicks are always considered masterwork but their quality and physical construction goes beyond even that level of skilful craftsmanship. Greater lockpicks are only useful for Open Lock checks, but they add a +3 circumstance bonus to all such attempts. Greater lockpicks cannot be used in conjunction with masterwork thieves' tools as they are a redundant set of equipment.

**Greater Lockpicks:** 250 gp, 1 lb.

## Icepick

A simple household tool in upper class homes, an icepick can be used as a dagger if need be but is usually carried by a thief for its use as an emergency lockpick. If a thief's Open Lock check fails or if he is short on time, he can resort to 'punching' the lock with an ice pick. This stands a 50% chance of ruining the icepick and always ruins the lock, but it grants an immediate retry on the Open Lock check at a circumstance penalty of -1. Only the icepick is involved in this check, so no equipment bonuses can apply to the check. This attempt is a standard action as opposed to the full round action that an Open Lock check normally requires.

**Icepick:** 1 gp, 1 lb.

## Jagged Saw

A jagged saw is useful for situations where a lock may be too hard to pick but it has been embedded in a softer wooden door. When used as the weapon in a sunder attempt, a jagged saw inflicts 1d8 points of damage and ignores the hardness of any form of wood. Jagged saws are useless for any other kind of cutting, make poor weapons (having the statistics of daggers but inflict slashing damage), and must be sharpened for ten minutes between uses. If not sharpened, it does not ignore hardness but can still cut.

**Jagged Saw:** 5 gp, 1 lb.

## Lightning Plate

These one use traps are unique in that by themselves, they do nothing but clamp harmlessly around a target's foot. Lightning plates are positioned on the ground where a target might walk and require a Search check of 18 to see. If a character of Small, Medium, or Large size steps on one, it clamps around the target's foot and requires an Escape Artist check of DC 20 or a Strength check of DC 18 and a full round action to remove. A character with a lightning plate around his foot takes no damage but suffers a -4 circumstance penalty to Reflex saving throws against electrical attacks and effects. More importantly, it negates the character's ability to use Evasion and reduces Improved Evasion to Evasion while it is attached.

**Lightning Plate:** 120 gp, 3 lb.

## Moss Pack

A thief running from authorities needs all the edges he can get. One of those potential edges is a moss pack, which consists of a porous cloth shell surrounding a brick of light, spore filled moss. When squeezed or crushed as a standard action, a moss pack releases a thick cloud of spores that fills a ten foot cube. If the user is in motion when a moss pack is used, he is considered out of this area and need not make a saving throw. Those who move into this area, which lasts 1d4+1 rounds after use, have to make a Fortitude save (DC 16) or be immobilized by hacking and choking. This cannot kill anyone, but it makes for a great momentary delay. Creatures with Scent as an ability suffer a -4 to this saving throw.

**Moss Pack:** 50 gp, 1 lb.

## Nightshirt, Silk

Not bedroom attire as it sounds, a silk nightshirt is a special garment rogues who want to move undetected at night wear. It is tight across the arms and chest and extends down over the upper half of the wearer's legs and must be

worn without any form of armour in order to be effective. The black colour of the silk used to make this unique shirt adds a +2 circumstance bonus to Hide checks in night time conditions. Cloaks and pants can still be worn, but they must also be dark in colour or the effect is ruined.

**Nightshirt, Silk:** 120 gp (and must be tailor fitted), 0 lb.

## Talcum Powder Globes

Constructed from hardened paper globes and filled with talcum powder, these weapons are thrown as grenades. Upon impact with hard surfaces, they immediately produce an effect identical to obscuring mist (as a 1st level caster). In addition, they are also useful in identifying the location of invisible creatures that are within their area of effect. The location of an invisible creature is immediately pin-pointed and their miss chance is reduced to 25%.

**Talcum Powder Globe:** 95 gp, 1 lb.

## Trapspringer

The trapspringer is a small spherical ball made of a springy, rubbery material. It is thrown in front of the adventurer in an effort to spring traps that rely on pressure plates and similar methods for activation. When thrown at a stationary object, a ranged attack roll against AC 10 is required (note that the trapspringer is not counted as an improvised weapon, nor does it require proficiency). When the trapspringer hits its target, it does so with an amount of force equal to 25 + the thrower's Strength in lb. It is too soft to be used as an effective weapon.

**Trapspringer:** 30 gp, 4 lb.

## Trouble Bells

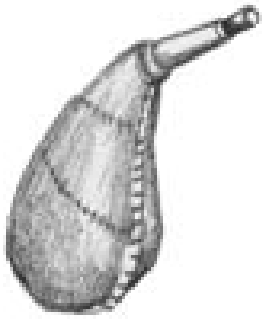
These special bells are flat on one side and can either be laid on the ground in the path of an approaching enemy or set on top of a doorway to fall when the door is opened. If placed on the ground, trouble bells have a Search DC of 15; the doorway method is much more concealed and offers a DC of 22 to Search checks. Trouble bells ring loudly when set off as their clappers are wound up on springs and release to strike the inside of each bell for a full minute. Rogues use these to startle opponents and give them some warning of an approach.

**Trouble Bells:** 200 gp, 1 lb.

# In the Wild

Though often seen as the area of expertise for druids, rangers and barbarians, life in the wilderness is a cold, hard, and wet fact for most adventurers. However, when cut off from civilisation, adventurers must be careful to ensure they are equipped to survive without regular hot food and warm beds at night. Climate, terrain and wildlife can all combine to make survival a dim prospect in the wilderness and the wise adventurer will make sure he has exactly the right equipment for any long journey.

## Bagged Shower

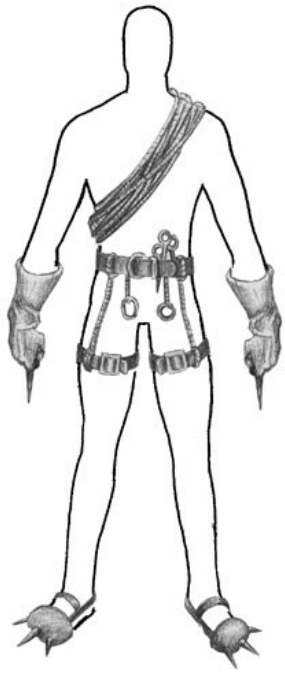


It can be very difficult to find potable water in the wild, even for a trained wilderness tracker. While drinking water can be gotten around through some tree saps and other juices, a ranger or scout knows that if he does not keep clean, his own scent will make his ability to hunt very dangerous. A bagged shower is a satchel, sometimes made of animal bladders, filled with water that may not be safe to drink but can be used to wash off grime and sweat three times. If a character does not clean himself in the wild, every three days he goes without doing so should apply a cumulative -2 penalty to Survival checks when trying to hunt for food.

**Bagged Shower:** 10 gp for the bag and one load of three showers' worth of water, 6 lb.

## Belayer's Harness

The belayer's harness is specially created to keep a climber from falling too far while attached to the belayer. The belayer's harness is especially designed to allow the belayer to use friction to stop a fellow climber from falling more than a few feet during their climb. While the climber is ascending the belayer remains stationary (on the ground or anchored in place with a climbing anchor) and slowly takes in (when climber ascends) or lets out (when climber needs slack for manoeuvring) rope. It takes a Climb check (DC 10) to put on the harness in the correct way. If successful than the belayer can stop the fall of the climber with a successful Dexterity check (DC 5). Note that belaying is a full-round action and does provoke attacks of opportunity. If a belayer takes his hands off the belaying rope for any reason (i.e. if the belayer is climbing or disarmed of the rope) the climber loses the benefit of the belayer (i.e. the climber will fall as normal if he fails his Climb check be 5 or more), though the belayer may take a full-round action to regain control of the rope by making a Dexterity check (DC 5). If the climber is already falling than the belayer must also make a Strength check (DC 10 + 1 per 10 feet the character has fallen + 1 for each 10 lb. the climber weighs) in order to stop the falls progress.



**Belayer's Harness:** 65 gp, 2 lb.

## Campchair

Designed for the adventurer who looks for a little home comfort while abroad, the campchair is a simple folding wooden arrangement designed to keep rear ends dry in adverse conditions.

**Campchair:** 20 gp, 15 lb.

## Camp Stakes

An old ranger's trick, these stakes are steeped in urine and used to mark the edges of a camp or settlement of small size in the wild. Normal animals, including dire versions, must make a Will save (DC 13) to cross into an area that has at least one camp stake every five feet along its border. Camp stakes are reusable, but after one month, the soaking they require rots the wood and they must be replaced. This can be done at minimal expense in the forest and requires no skill check or cost to accomplish. Other settings may require that wood stakes be purchased.

**Camp Stake:** n/a gp, 1 cp per stake in an area without plentiful wood, 0 lb.

## Climbing Anchor

When one does not have a belayer (or even if one does) one can use climbing anchors to secure the rope at certain points during your climb. Though climbing anchors will not save a climber from falling they do keep the climber from falling too far (usually). In order to securely place a climbing anchor it takes one minute and one must make a Climb check (DC 15, may not be used in unstable rock). If the Climb check is successful then the climbing anchor is secured properly holds the climber if he falls. Note that if the climber falls he in truth falls twice as far as the distance he was away from the climbing anchor. Climbers still suffer damage from the fall as normal and the climbing anchor only holds if the climber falls 50 feet or less. Beyond a 50-foot fall there is a cumulative percent chance of the anchor dislodging equal to the total distance fallen in feet.

**Climbing Anchor:** 5 sp, ½ lb.

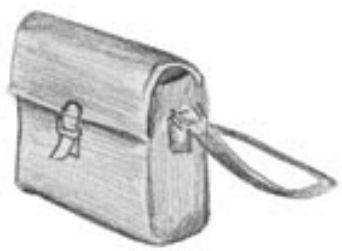
## Eagle Netting

Hunting birds are a valuable addition to the skills of any woodland hunter, but they can be difficult to keep in camp once night falls, especially nocturnally active ones. Hoods and bags can help, but professional avian trainers also string up eagle netting over a camp site before bedding down. This netting covers a 20 ft. by 20 ft. area and prevent any Small or smaller flying creature from entering or leaving the covered site. The netting has a Hardness of 2, 8 hit points, and a Break DC of 16, but only slashing weapons, unarmed damage, acid, and fire can hurt it.

**Eagle Netting:** 50 gp, 5 lb.

## Field Medic Kit

A more portable version of the Healer's Kit, this can be purchased in great numbers for far less, making it an excellent tool for large adventuring parties. However, it may only be used five times before it is expended and only provides a +1 circumstance bonus to Heal checks.



**Field Medic Kit:** 10 gp, ½ lb.

## Fireproof Clothing

Made from carefully researched materials that are known to retard flame without the use of costly and chaffing oils, fireproof clothing provides a +2 circumstance to all saving throws involving fire (even dragon flame). In addition, spells and items that normally ignite clothing will fail to do so 50% of the time.

**Fireproof Clothing:** x2 gp, +0 lb.

## Fishing Net, Handheld

A section of netting draped around a circular hoop and attached to a handle, this net allows a fisherman to catch a meal on a swift moving river or other shallow body of water. Useless in the open water of a lake or river, it adds one person's worth of catch to a successful Survival check to see how many people the user can feed each day.

**Fishing Net, Handheld:** 30 gp, 2 lb.

## Fishing Net, Large

The opposite number to a handheld fishing net, a large net used for fishing is only useful when deployed in deep water such as a lake or ocean. Using this net takes ten minutes to set up and two hours to work, but it multiplies the number of people a successful Survival check can feed by three. If the net is draped behind a moving boat and left to drag for two hours, it multiplies the successful check's result of people fed by four. Water conditions may limit the effectiveness of a large fishing net at the Games Master's discretion.

**Fishing Net, Large:** 90 gp, 20 lb.

## Frost Boots

Created for climbing icy cliff sides and frozen waterfalls in the depths of winter frost boots are perhaps the most useful footgear a climber of any sort can obtain. They keep your feet warm, dry, and on top of that they allow for more dexterity than normal boots. Frost boots are typically made out of hide with a thin alchemical layer that provides the warming and drying agents that make the boots so effective in cold environs. Frost boots are considered protection from extreme cold up to temperatures of –20 degrees F. At that point the character is considered exposed to cold weather, it is not until –60 degrees F that the character's

feet will begin to suffer from extreme cold effects. In addition, frost boots do not have a danger of slipping while in contact with ice as they are designed specifically to hold onto icy surfaces.

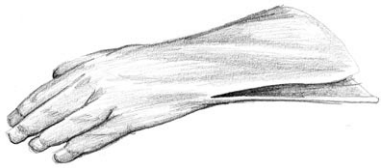
**Frost Boots:** 100 gp, 2 lb.

## Frost Cap

These masks fit snuggly around the wearer's head and face leaving only the eyes exposed. Frost caps are typically made out of hide with a thin alchemical layer that provides the warming and drying agents that make the cap so effective in cold environs. Frost caps are considered protection from extreme cold up to temperatures of –20 degrees F. At that point the character is considered exposed to cold weather, it is not until –60 degrees F that the character's head will begin to suffer from extreme cold effects.

**Frost Cap:** 50 gp, ½ lb.

## Frost Gloves



When ice climbing the climber must protect his hands from the freezing ice and there is not much better for this job than frost gloves. These gloves keep your hands warm, dry, and on top of that they allow for more dexterity than normal gloves. Frost gloves are typically made out of hide with a thin alchemical layer that provides the warming and drying agents that make these gloves so effective in cold environs. Frost gloves are considered protection from extreme cold up to temperatures of –20 degrees F. At that point the character is considered exposed to cold weather, it is not until –60 degrees F that the character's hands will begin to suffer from extreme cold effects.

**Frost Gloves:** 50 gp, ½ lb.

## Frost Goggles

These specially prepared alchemically treated goggles fit snuggly around the wearer's eyes and strapped around their head in order to provide protection from extreme cold up to temperatures of –20 degrees F. At that point the character is considered exposed to cold weather, it is not until –60 degrees F that the character's head will begin to suffer from extreme cold effects.

**Frost Suit:** 100 gp, 0 lb.

## Frost Suit

For mountain climbers the frost suit is a godsend in its design and utility. They keep a body warm, dry, and on top of that they allow for more dexterity than normal winter clothing when it really counts. Frost suits are typically made out of hide with a thin alchemical layer that provides the warming and drying agents that make the suit so effective in cold environs. Frost suits are considered protection from extreme cold up to temperatures of –20 degrees F. At that point the character is considered exposed to cold weather, it is not until –60 degrees F that the character's body will begin to suffer from extreme cold effects.

**Frost Suit:** 150 gp, 5 lb.

## Hanging Tent

Hanging tents are quite useful to mountaineers or others who prefer to sleep above the ground as opposed to on it. Though in truth more of a sleeping bag, the hanging tent comes with climbing anchors, support rods, and a tent harness that are all especially designed to hold a climber safely suspended in the air while fastened to a cliff face. It takes a successful Climb check (DC 15, may not be anchored into unstable rock) in order to properly secure the hanging tent. Failure means that the climber was unable to secure the tent properly.

**Hanging Tent:** 80 gp, 12 lb.

## Ice Boots

These thickly furred boots make a good addition to any cold weather outfit, but their main benefit is the spikes that protrude beneath them, which allow the wearer to walk normally on ice or solidly packed snow rather than suffering from hampered movement. However, charging or running on such surfaces is still impossible. A character wearing ice boots has a -1 circumstance penalty to all Move Silently checks due to the spikes.

**Ice Boots:** 10 gp, 2 lb.

## Ice Axe

Ice axes are quite similar to light pick axes that are specifically designed to bite into ice without shattering it so as to provide a secure hold for the climber as he negotiates an ice flow or iced overhang. The head of the ice axe is teethed as to ensure stability and secure placement of the head.

**Ice Axe:** Tiny Exotic Weapon; 8 gp; Dam 1d4; Crit x3; Range 20 ft.; 3 lb.; Piercing

## Ice Screws

Similar to pitons in their purpose ice screws are made expressly for providing handholds and rope loops for icy surfaces. Though pitons can be used on icy surfaces such is not recommended as they have a tendency to crack the ice they are driven into and slip out of the holes they make (about 30% of the time), both of which can cause a climber to fall. Each ice screw takes one minute to place and should be spaced at 3-foot intervals to allow a climber to an easier Climb check (DC 15) when attempting to tackle an icy surface.

**Ice Screws:** 5 sp, ½ lb.

## Jelling Compounds

These powdered salts and herbs are of great use to rangers and other wilderness living individuals who need to stock away food over a long time. Fruits and vegetables can be mashed and mixed with these compounds to turn them into a form of preserves that, when sealed with wax, will stay 'fresh' and edible for ten or more years under good circumstances. The glassware and wax to finish the preserving process must be obtained separately; the cost listed below is only for twenty preserves' worth of powder.

**Jelling Compounds:** 5 gp, 1 lb.

## Lanyard

When moving through the trees or dealing with active, outdoors travel, equipment that has to be carried can easily be dropped and lost. A woodsman on the run does not often have time to search for a dropped weapon and if he does so over the open sea, the item is effectively lost. A lanyard is a strip of treated leather or sinew that hooks around the user's wrist and is tied to an object of the user's own size category or smaller. An item attached to a lanyard can be dropped as a free action and picked back up as a move-equivalent action that does not provoke an attack of opportunity.

**Lanyard:** 2 gp, 0 lb.

## Leeches

In realms where cure and remove disease spells are commonplace, the use of the humble leech to cure illness has all but fallen by the wayside. However, very poor peasants and adventurers in a tight fix may still find some benefit in this old remedy. If a leech is applied to a character's body after a non-magical disease has been contracted, the character will gain a +1 circumstance bonus to the first Fortitude save made to resist its effects within the next 24 hours. Only one leech may be applied for this effect in any 24 hour period. Once a leech has been used, it is usually discarded for hygiene reasons. A glass jar of leeches normally contains 10 of these creatures.

**Jar of Leeches:** 2 gp, 0 lb.

## Pavilion Tent

For the adventurer who likes to camp in style. The pavilion tent takes three hours to set up or take down and can comfortably hold up to 30 medium-sized characters. Alternatively, it provides a superb resting place for a paladin while his compatriots huddle together outside.

**Pavilion Tent:** 250 gp, 100 lb.

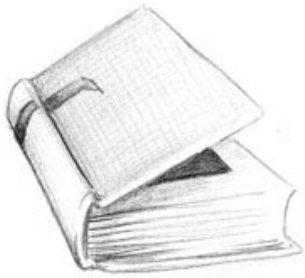
## Scaling Harness

An arrangement of leather and ropes, this harness is of great benefit when trying to scale trees and other similar objects. It grants a +4 equipment bonus to all Climb checks made to scale trees.

**Scaling Harness:** 30 gp, 1 lb.

## Slayer's Manual

A fairly common tome popular among literate adventurers, this book discusses many races of animals and monsters, their habits, physiology and methods of slaying them. Three months study of this book grants a +2 circumstance bonus to all Knowledge (monster lore) checks. In addition, so long as an adventurer has studied the book in this manner and is able to consult it, he also gains a +2 circumstance bonus to any Survival checks made to track and hunt down a creature.



**Slayer's Manual:** 20 gp, 2 lb.

## Tree Grapples

A normal grappling hook is useful in an urban environment, but low hanging branches and wilderness settings can render it less than effective. A tree grapple is a series of spikes that back slant, providing a narrow profile that can be thrown into a tree or other cluttered area with a much better chance of catching and supporting the user's weight. A tree grapple is not collapsible but comes with a leather sheath that makes it safe to transport in a backpack. An iron eyelet allows a rope of any kind to be fastened to the back end. When used in a wilderness area, a tree grapple and rope provide a +2 circumstance bonus to Climb checks; this item is especially not useful in an urban setting as its hooks are too closely spaced to catch on mortar or refined wood.

**Tree Grapple:** 50 gp, 4 lb.

## Urine Sacs

These are literally the severed and sewn urine sacs of wild animals, typically predators. When used in conjunction with a druid or ranger's Wild Empathy ability to convince an animal to avoid an area or to break off an attack on the user's person or companions, a urine sac adds a +2 circumstance bonus to the roll. This uses up the sac, which must be punctured and spread in an area around the animal (typically through a ranged or melee touch attack).

Urine sacs are less effective when used to influence creatures of a 1 or 2 Intelligence (see the Wild Empathy feature for more details), offering only a +1 bonus instead.

**Urine Sac:** 5 gp. when available, usually gathered for free during hunting, 5 lb.

## Waterproof Backpack

Tailored from cured animal bladders, the waterproof backpack permits stored items a saving throw when submerged in water, even if they would not normally be allowed one.

**Waterproof Backpack:** 35 gp, 3 lb.

## Water Testing Kit

This small vial can literally be a lifesaver in the wilds. A drop of water is added to the clear alchemical liquid within the vial, which then turns into another colour, depending on whether the water is safe to drink or not – blue indicates that it is safe to drink, any other colour means something harmful is within the water. This test will indicate the presence of all manner of poisons, diseases and other harmful materials, but not their nature. In addition, it only works for water, not for other liquids. The vial may only be used once before it is contaminated by the tested water.

**Water Testing Kit:** 5 gp, 0 lb.

# Knick-Knacks of the Little Folk

Though often regarded with great suspicion by other races, the complicated devices constructed buy gnomes are technologically advanced and often highly practical. The wise adventurer will know just when to take advantage of gnomish ingenuity to help him out of a scrape, without staking his life on such a device actually working as required. Many deaths have been caused by the all too frequent failure of a gnomish built object but it cannot be denied that they are effective when in good working order.

## Arc Lighter

This small metal box has a reservoir that holds half a flask of alchemist's fire and a turning wheel on one side. Using the wheel sends up the alchemist's fire in a pressurized stream from the box and also touches off sparks from a flint wheel mounted in its top. This creates an arc of burning fluid that can jet out up to ten feet and inflict 1 point of flame damage. This burst of fire can also ignite flammable materials and keeps burning for three rounds after hitting a target with a ranged touch attack. Each lighter is reusable, but a half dose of alchemist's fire, which must be purchased separately, only fuels one attack.

**Arc Lighter:** 50 gp, 1 lb.

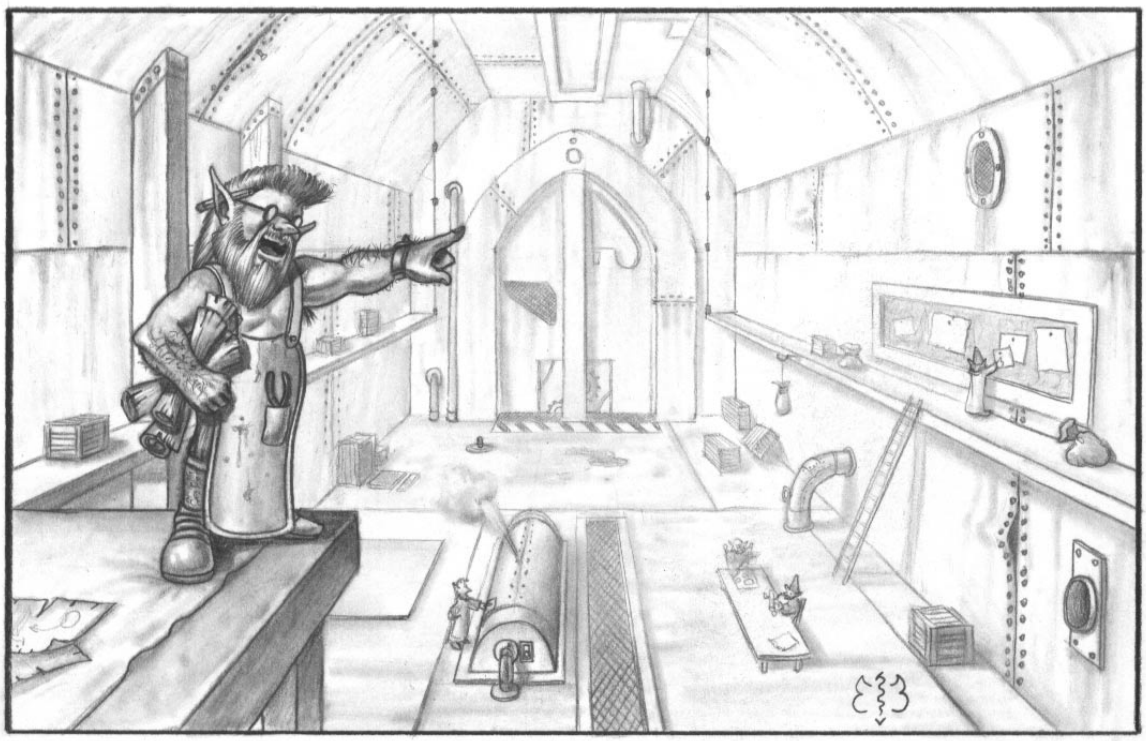
## Deadfaller

This is a chair, rope, and blanket contraption that can be whipped together with a Craft (carpentry) check at a DC of 15 and an hour's time. Deadfallers are used by sitting in the chair and falling; the blanket catches the air as the user plummets and slows his descent. The inefficiency of the design does not keep it from working to some degree; all falling damage suffered by someone in a deadfaller is halved. The impact of any fall greater than 50 feet will ruin the chair and require that the entire device be rebuilt.

**Deadfaller:** 55 gp, 25 lb.

## Gigglepack

An animal bladder held closed by the tension in a folded piece of sinew, gigglepacks can be inflated like a balloon and deflated by pressure. If the pack is squeezed (or more likely, sat on), the escaping



air makes a sound like flatulence, leading to the reaction that gives this prankster's staple its name. Though this has little in-game effect, gigglepacks can provide benefits to those clever enough to find a use for them and tend to turn up in the satchels of gnomish bards with a flair for the prurient.

**Gigglepack:** 5 gp, 0 lb.

## Killing Ball

These metal spheres have a number of small blades and spikes mounted inside it, all keyed to a set of springs that will push them out upon a hard impact. Killing balls are thrown as a ranged attack, but because the blades have to penetrate their target this is not treated as a touch attack. The ease of throwing a ball makes any user proficient in using it. If a killing ball hits its target, it does 1d3 blunt damage and then 1d6 slashing/piercing damage. Killing balls can be enchanted as per any ranged weapon and are often found in the possession of gnomish tinkers who constantly toy with them in an attempt to make them even more effective or interesting.

**Killing Ball:** Tiny Simple Weapon; 90 gp; Dam 1d3/1d6; Crit x2; Range 10 ft.; 1 lb.; All

## Light Rock

A form of artificial crystal made through alchemy, the DC to create a light rock is 19 and the process requires lightning bug ichor and one day per six stones. When a light rock is thrown at a hard surface or crushed with a Break DC of 15, it emits a massive flash of light. Its remnants then glow for one hour, producing 30' of useful white light. The flash acts as a *flare* spell affecting every target within 10 feet of the impact point. The DC for avoiding this effect is 13, making it an interesting but not overly effective tool in subterranean settings. Most gnomes simply use them as an interesting and portable light source.

**Light Rock:** 90 gp per set of six stones, 1 lb.

## Mirrored Helm

This is a complicated and sometimes fragile device that has been developed by gnomish artificers to allow the 'big folk' to safely engage creatures with gaze attacks, such as medusas and basilisks – after all, it makes far more sense to let humans and elves deal with such nasties. Utilising a sophisticated array of mirrors that block the wearer's direct vision and, by bouncing images across multiple reflective surfaces, display roughly what the wearer would see directly in front of him, without being reversed or otherwise distorted – but through the safety of a reflected image. A mirrored helm imposes a –2 circumstance penalty to all Spot and Search checks, as it reproduces peripheral vision very poorly.

**Mirrored Helm:** 1,250 gp, 6 lb.

## Neversharp Sheathes

Gnomes are adamant about taking care of their borders and do not suffer intrusion lightly, but they prefer to leave their foes alive unless given no other choice. The neversharp sheath is a way of ensuring this. Consisting of a set of thick leather straps that lay along the edges of a bladed weapon and blunt its impact, any weapon with a neversharp sheath fitted to it inflicts subdual damage with a penalty of only -2 to the attack. Neversharp sheathes take one full round to put on and take off. They cannot be used on magical weapons with the *keen* or *vorpal* quality, as the blade simply cuts through the sheath when it strikes.

**Neversharp Sheath:** 50 gp, 1 lb.

## Pebble Flinger

A pebble flinger is a heavy bracer with a crooked fork on the wrist end and a set of rubber or stretching linen strips extended from it to a small round cup. Any diminutive object from a potion vial to a sling stone can be placed in the cup and launched from the bracer with the same statistics as a sling. The stable surface of the user's arm adds enough accuracy to make this weapon count as a thrown weapon as opposed to a regular ranged attack, making it very popular with halflings and other races who specialize in such attacks.

**Pebble Flinger:** 50 gp, 2 lb.

## Rock Cloak

These grey cloaks are patterned through careful dye and paint work to resemble the texture of unworked stone. When used in conjunction with a Hide check in rocky surroundings, a Small sized user can gain a +2 circumstance bonus to blend in and remain unseen. This bonus requires that the user remain absolutely still and is negated as soon

as he moves at all. Rock cloaks can be enchanted without ruining their mundane bonus and adds it to any similar magical bonus the enchantment might provide.

**Rock Cloak:** 65 gp, 2 lb.

## Tinkleveil

This is a rosin soaked cloth with several tiny bells attached to it that can be wrapped around a wearer's arm, leg, or head. Gnomes often wear these as decoration, but they also offer an interesting potential as weapons of distraction. If thrown at a target as a ranged touch attack, these veils of bells wrap around an exposed limb and stick, requiring a full round action and a Strength check against a DC of 12 to remove. Until it comes off, the user cannot make any Listen checks with a DC of 15 or more due to the musical chiming that occurs with even the slightest motion.

**Tinkleveil:** 60 gp, ½ lb.

## Travel Boots

A rather simple invention of the gnomes, these boots utilise silk pads and an ingenious sole design to ease the fatigue caused by walking long distances. A character wearing travelling boots gains a +1 equipment bonus to all Constitution checks made to resist fatigue from walking or running.

**Travel Boots:** 5 gp, 0 lb.

## Water Cannon

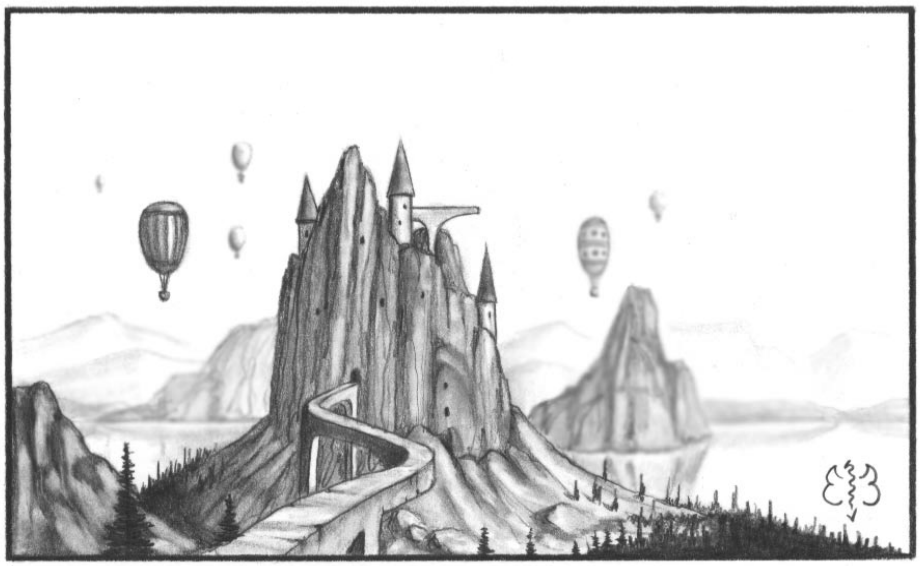
Though mounted with wheels and relatively easy to push, this cannon is best used as a static defence, as it requires a huge source of water to function, such as a river, lake or reservoir. Using the flow of water itself, this large iron-bound wooden cannon builds up tremendous pressures that permit water to be fired at incredible velocity. The cannon can be fired either as a wide spray (cone, 100 ft., Reflex save DC 15 or fall prone, puts out all fires, all speeds reduced by half) or as a narrow blast (ray, bull rush at Strength 40, -1 Strength per 5 ft., subdual damage 1d8 + Strength bonus, Reflex save DC 25 or fall prone). A cannon may only be fired once every four rounds, as it needs to rebuild the water pressure within after firing.

**Water Cannon:** 2,500 gp, 1,000 lb.

## Yew and Eye

A children's game played with long shoots of yew wood and metal poles bent in an 'o' shape on one end. Players take turns throwing their wooden shafts through as many of the loops in a row as they can, with points being accumulated by the highest number of consecutive 'eyes' thrown through with a single shot. This is determined by making ranged attacks against an initial Armour Class of 10. One attack roll is made, and the number compared to an AC of 10, 15, 20, 25, and 30. If the roll is high enough, it may hit all five, meaning that the thrower has made the stalk pass through all five loops. Loops are scored as 1, 3, 6, 10, and 15 points, depending on how many are hit at once. The first person to reach 35 points is the winner. Halfling children play this game fairly often, helping to explain their skills at ranged combat.

**Yew and Eye:** 20 gp, 20 lb.



# Psychic Mastery

The most important tools of any psion or psychic warrior is their mind and body – but these are not the only things he will need to survive. Items that enhance his natural psionic capabilities and increase raw mental potential are necessary, though these must often be tailored to a character's own special needs. This chapter contains many new equipment choices for psychic warriors and psions, along with new tools for increasing psychic power points and amplifying mental fortitude.

## Aural Gloves

Crafted of aura silk and woven through with ethereal fibers plucked from another plane of existence, aural gloves have no directly magical or psionic energy inherent in their craftsmanship. When worn by a psychic warrior or psion, these gloves drain a single power point and consume it, gaining the ability to grant the wearer the ability to strike ethereal, astral, or out of phase targets with unarmed attacks as if he were wearing gauntlets with the *ghost touch* weapon special quality. Aural gloves keep this power for 24 hours or until taken off, whichever comes first. If put back on or worn for more than 24 hours, they drain another point and regain their ability; this drain is not under the wearer's control and occurs automatically.

**Aural Gloves:** 150 gp, 1 lb.

## Cathartic Flail

While it does not fit with all monastic orders' ways of self discipline, a cathartic flail can aid in a psionic character's recovery of power points by inflicting pain in place of deep meditation during the normal 'rest' time needed to regain energy. A character using a cathartic flail recovers power points at twice the normal rate, but must remain stationary and out of combat to do so and inflicts 2d6 points of slashing damage upon himself that cannot be healed for at least one hour after this recovery period ends. If the damage is healed by any means (including regeneration) within this hour, the additional power points gained are lost.

**Cathartic Flail:** 25 gp, 2 lb.

## Ecterric Steel

A form of crystal laden steel smelted and mixed by a psionic smith with telekinetic abilities, ecterric steel can be made at half its cost by a psionic character with any psychokinetic powers at a cost of 10 power points and a Craft (blacksmithing) check at a DC of 25. Ecterric steel is both extremely hard and very light, having the same qualities as mithril but requiring only common steel and sand as its basic ingredients.

**Ecterric Steel:** +100 gp to the cost of an item per pound of its base weight before reduction.

## Greater Foci

A greater focus stone resembles a crystal focus in all respects but is inwardly faceted as well as outwardly carved and generates complex patterns of psychic energy when used in conjunction with any manifestation of psionic ability. In addition to the power associated with crystal foci, a greater focus allows the user to pay half again the cost of a psionic power in order to add his Charisma or Wisdom modifier (whichever is higher) to the power's saving throw DC. This stacks even if these statistics are already being added to the DC of the save. Greater foci must be held in both hands in order to be effective.

**Greater Foci:** 900 gp, 5 lb.

## Icon, Psychic

A psychic icon is a precious crystal statuette, often abstract, of the user and each one is unique. When used by the person it was crafted for using the Craft (sculpture) skill at a DC of 25, a psychic icon maintains powers that require concentration of the user, freeing his mind to invoke other abilities. Once a power is manifested, the bearer of a psychic icon (which occupies one hand while it is being used) can release the power at any time while it is active into the icon itself. This will maintain the power for 2d4 more rounds before it fades.

**Icon, Psychic:** 1,200 gp, 2 lb.

## Kundalish Text

Some psionics use pain to focus their powers; others use pleasure. These texts are a guide to the various forms and positions of meditative

intimacy, both with partners and without, that can harness and channel a disciple's inner energies. By spending normal rest time engaged in these acts of joy, a Kundalish practitioner gains power points at twice the usual rate. The strain of using Kundalish meditative techniques are such that a character cannot do so for more days in a row than he possesses in Constitution points. After this amount of time, a character must rest for three days before engaging in such activities again.

**Kundalish Text:** 750 gp when available as a translation, 5,000 gp+ for an original copy, 4 lb.

## Neuralstone

A neuralstone is a special form of gemstone that focuses the destructive energies inherent in some manifestations of psionic power. Whenever a psionic character manifests a power and pays for it with his own power points (not from a psionic item or through a capacitor of any kind), a neuralstone can be used as a free action to add +1 to all direct damage dice rolled for that power. Doing this requires flesh contact between the stone and the user and bursts out the stone, causing it to evaporate in a flare of mental energy.

**Neuralstone:** 100 gp, 0 lb.

## Psychic Matrix

A psychic matrix is not an item but instead is a method of preparing a chamber of at least 20 feet in all directions for the focus and empowerment of power manifestation. Psychic matrixes are attuned to one discipline only (psychokinetic, telepathic, etc.) and whenever users inside one manifest a power of that type through the expenditure of their own power points, this matrix reduces that expenditure by a certain amount (to a minimum of 1 point). There are lesser, greater, and sovereign levels of psychic matrix. The first reduces power point costs by 1, the second reduces them by 2, and the last lowers costs by 3 points.

**Psychic Matrix, Lesser:** 10,000 gp, Construction
**Psychic Matrix, Greater:** 25,000 gp, Construction
**Psychic Matrix, Sovereign:** 50,000 gp, Construction

## Vendalic Robes

The Vendalic tradition of mentalism combines monastic training with psychic manifestation to achieve incredible feats of physical and mental prowess. In addition to their devotion and training, the Vendala monks benefit from specialty equipment given to their graduates and available for purchase by all those who can prove their worthiness to own them (possession of the Improved Unarmed Strike feat or feature and the ability to use psionic powers). Occasionally available on the open market, these items are merely curiosities to those who do not possess these abilities as only those 'worthy' of them can make their special functions work.

Vendalic robes are woven from aurasilk and impregnated with psychoactive fibres of ephemeryl. These are not enough to offer any resistance in combat on their own, but when worn by someone with at least 1 power point in reserve, Vendalic robes react telekinetically to blows and provides a Damage Reduction of 3/magic. A user without power points, whether through exhaustion or because he is not psionically active in the first place, loses this benefit as the robes lack any internal power to maintain the effect.

**Vendalic Robe:** 1,100 gp, 5 lb.

## Vendalic Sash

A Vendalic sash is a potent item when worn by psionic characters and completely powerless when worn by anyone else. When wrapped around the waist of a character with at least 1 power point in reserve, it adds a +1 armour bonus to any psionic feat or power that grants the user an armour bonus of its own. This is considered part of the power or feat's bonus and stacks with any other effect. The primary benefit to a Vendalic sash is that, because it is not a magical or psionic item per se, it can be worn in conjunction with such things without interfering with their functions.

**Vendalic Sash:** 1,000 gp, 1 lb.

## Vendalic Tabi Boots

Soft soled boots of aurasilk with a woven underpadded sole of braided linen, Vendalic tabi boots feature a split toe design and are extremely quiet to wear and walk in. Used as much for stealth as for their normal function, these boots add a +1 circumstance bonus to Move Silently checks no matter who wears them. If worn by someone with at least 1 power point in reserve, Vendalic tabi boots also add a +5 circumstance bonus to Jump and Balance checks.

**Vendalic Tabi Boots:** 1,500 gp, 2 lb.

# The Armoury

Welcome to the Armoury. Here you will find new weapons, armour and other combat-related items useful to any character class. It is not just the fighter who holds the monopoly in battle, and the specialist items here may benefit and cleric, rogue or wizard who insists on the following the dangerous profession of adventuring.

## Battering Axe

This is a huge weapon that has more in common with the trunk of a small tree than an ordinary weapon. The head of this massive axe along is two to three times larger than those found on even greataxes. The battering axe requires a Strength of 18 to just to wield and if the user possesses a Strength of 25 or less, he will suffer 1d6 points of subdual damage on every missed attack, such is the effort required to swing it back into attack position. When used to break down doors, the user gains a +4 equipment bonus to the required Strength check but may no longer benefit from a second character aiding him.

**Poleaxe:** Large Exotic Weapon; 200 gp; Dmg 3d6; Critical x3; Range -; 40 lb.; Slashing and Piercing

## Bill

This is a broad straight, single-edged blade of around 12 inches long, affixed to a long pole. Originally used as a pruning tool, it has proved itself as a superb polearm. The bill has reach and can be used against targets 10 ft. away. It may not be used to strike at adjacent foes.

**Bill:** Large Simple Weapon; 2 gp; Dmg 1d10; Critical x3; Range -; 12 lb.; Slashing

## Bisento

The bisento is a spear-like weapon with a blade resembling a scimitar. This is a very heavy weapon with a 10 ft. reach – however, unlike many polearms, it may also be used against adjacent targets. If a ready action is used to set a bisento against a charge, it will deal double damage against a charging enemy.

**Bisento:** Large Exotic Weapon; 30 gp; Dmg 1d10; Critical x3; Range -; 20 lb.; Piercing and Slashing

## Black Leather Tunic

This leather tunic is common in appearance, decorated with small metal studs. It is pulled tight and secured to the wearer with several leather strings stitched down the front of the tunic. This is an excellently crafted item, durable enough to offer the wearer a small degree of protection when in combat. Casual observers will not even consider the tunic to be a finely-crafted suit of light armour.

**Black Leather Tunic:** Light Armour; 175 gp; AC +2; Max Dex +6; Check 0; SF 10%; Spd 30 ft./20 ft.; 15 lb.

### Ch'jat

A strange looking weapon, the ch'jat is actually very easy to use – even a peasant will find it effective in his hands. Looking and behaving as a light mace in every way, the ch'jat may be activated using a move action, springing the mace head apart to reveal a wicked looking blade. This weapon is usually used by adventurers either looking for a weapon that is a little bit different from the norm or by those seeking to sneak a bladed weapon into restricted territory.

**Ch'jat:** Small Simple Weapon; 55 gp; Dmg 1d6 or 1d8; Critical x2; Range -; 9 lb.; Bludgeoning or Piercing

## Fuxina

Normally seen only in pit fights and gladiatorial arenas, the fuxina is a heavy trident designed to pierce armour effectively. Targets facing attacks from a fuxina suffer a –1 circumstance penalty to their Armour Class. If set against a charging enemy with a ready action, the fuxina deals double damage.

**Fuxina:** Large Exotic Weapon; 20 gp; Dmg 1d10; Critical x2; Range -; 7 lb.; Piercing

## Kite Shield

A design almost unheard of in many cultures, but very common in selected areas, the kite shield offers similar protection to a tower shield but its tapering lower form allows it to be wielded

far more easily in close quarters. A kite shield provides total cover against ranged attacks and cover against melee attacks.

**Kite Shield:** Shield; 25 gp; AC special; Max Dex -; Check -5; SF 30%; Spd -; 30 lb.

### Maul

Resembling a peasant's sledgehammer in both looks and operation, the maul is a two-handed weapon with a heavy metal head.

**Maul:** Large Simple Weapon; 5 gp; Dmg 1d10; Critical x2; Range -; 26 lb.; Bludgeoning

## Nilbog Armour

This grey coloured leather armour is, at first glance, rather common but it has been crafted from the flesh of hideous half-goblins. Each time the wearer of the armour is hit in combat there is a 15% chance that, instead of taking damage as normal, he will be healed 1 hit point.

**Nilbog Armour:** Light Armour; 875 gp; AC +2; Max Dex +6; Check 0; SF 10%; Spd 30 ft./20 ft.; 15 lb.

## Poleaxe

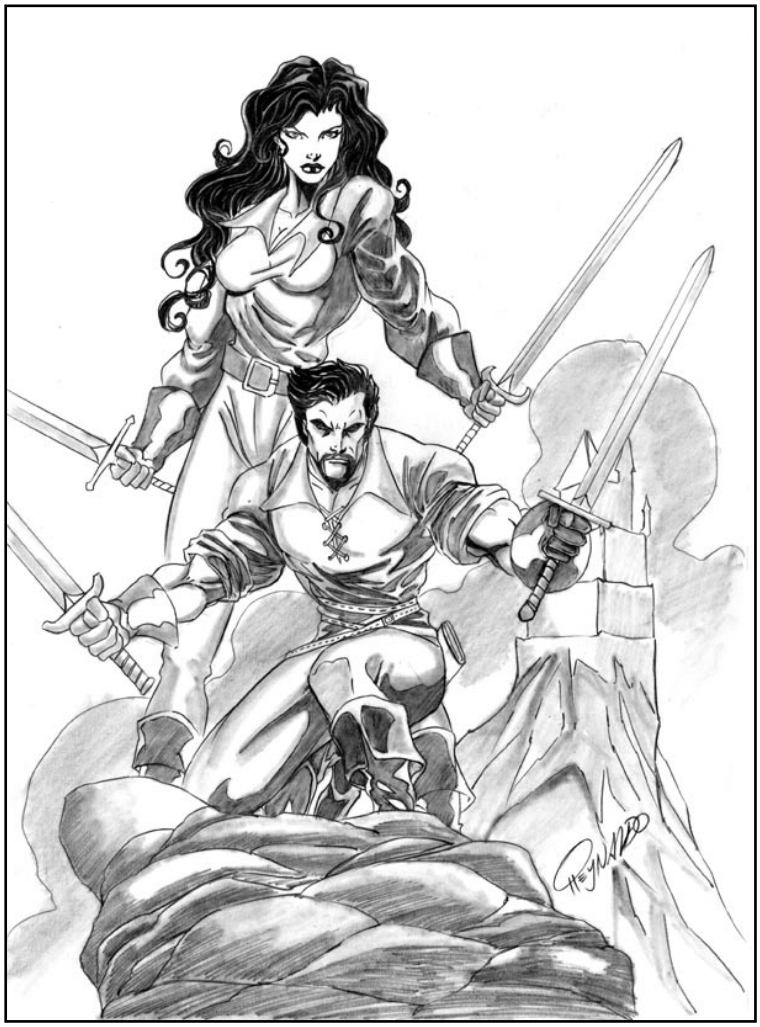
This is a commonly used polearm mounted with a heavy axe head. The poleaxe is a reach weapon that can be used to strike targets up to 10 ft. away but may not be used against adjacent foes.

**Poleaxe:** Large Martial Weapon; 5 gp; Dmg 1d10; Critical x3; Range -; 15 lb.; Slashing

## Sica

Most often seen in pit fights, the sica is a heavy meat cleaver that can deal wicked damage to lightly armoured enemies.

**Sica:** Small Exotic Weapon; 25 gp; Dmg 1d8; Critical x2; Range -; 8 lb.; Slashing



# The Dwarven Forge

Dwarves lead challenging lives and their inventions reflect the unique needs of a life below the surface. For a dwarf, every tool is a thing of beauty and a treasure to be maintained and repaired. Where other races see their equipment as just another way to get a job done, a dwarf sees his hammers and picks and axes as a piece of him, a link to his culture and its past. This attitude leads dwarves to hone their abilities, each hoping to create a new tool or weapon, something to serve his clan well in the future.

All dwarven characters travelling in their homelands may freely choose the equipment listed in the chapter, as it is part of their birthright. Characters of other races and those dwarves adventuring far from home may also chance upon such items, at the Games Master's discretion. Large cities with a substantial dwarven population will likely have most of the equipment detailed here but smaller settlements are unlikely to have very much and will chance exorbitant prices for them.

## Beard Trimmer

Dwarves are justly proud of their beards as a general rule, and the better maintained it is, the higher a dwarf's likely status among his clan and with his family. This comes from the pressures of a mining life and the fact that only successful dwarves tend to have the free time required to groom themselves meticulously. This tool can help perform that function and does so quickly enough that a dwarf can appear as more highly placed than he really is. This translates to a +1 circumstance bonus when making skill checks based on Charisma with other dwarves of the user's own subrace.

**Beard Trimmer:** 40 gp, 2 lb.

## Cave-in Lantern

These lanterns are heavily reinforced and crafted to split open along its bottom with a special lid that extinguishes the wick instantly if it is crushed from above. This has very little game effect other than to prevent any kind of burning or explosion when the lantern is damaged in a cave-in, just as it was designed to do. Dwarves have created specialty items of this type to make working in their caverns safer.

**Cave-in Lantern:** 50 gp, 3 lb.

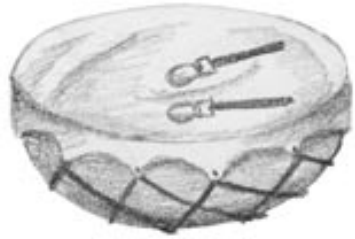
## Friendbelt

A friendbelt is a heavy leather belt equipped with an iron eyelet on the back and front. Each friendbelt comes equipped with a twenty foot long coil of steel cable attached to an opening metal link. Friendbelts are used during mining operations to link one worker to another. That way, if a cavern floor collapses, enough dwarves are hopefully on solid footing that those who would fall are kept from doing so. In cave-ins, these belts do not directly save lives, but the cable can be used to find trapped workers and facilitate a speedy rescue.

**Friendbelt:** 45 gp with one steel cable. Cables are 20 gp per twenty foot length, 8 lb.

## Herald Drums

Very few musical instruments travel in the tunnels beneath the earth. When dwarven clans wish to



communicate, they use these massive steel drums to send vibrations through the rock itself, generating tones that can carry for miles underground. Heralds trained to use these instruments (which require a rank of Perform to be dedicated to Herald Drums) can send basic messages to each other, making herald drums a valuable link between dwarven communities.

**Herald Drums:** 400 gp per set of two drums, 250 lb.

## Ignistone

A variant form of flint found in some of the deepest tunnels of the dwarves, ignistone is formed under tremendous pressure and contains

enough ferric elements that any impact causes sparks, not just contact with iron. By itself, this has little game effect, but ignistone features in many dwarven traps involving fire. Also, when carved into blunt weapons, enough of the ignistone contacts a target during contact to add 1 point of electrical damage per strike.

**Ignistone:** 45 gp per lb. of workable stone

## Manytool

These tools come with several universal handles made of metal and stone with apertures on both ends and a satchel full of variant heads for use in any type of digging, stone work, and manual labour. A manytool counts as the appropriate tools for any kind of Craft or Profession check within reasonable limits. This versatility comes at the expense of some margin of quality; manytools cannot be made as masterwork items and cannot provide any kind of bonus to Craft checks regardless of its materials and workmanship. Manytools also cannot be enchanted under normal circumstances.

**Manytool:** 90 gp per set, 9 lb.

## Portable Forge

A portable forge packs down into a heavy but transportable backpack. This pack contains a small set of anvils that can connect together for larger jobs, a collection of specialized hammers and tongs, and a collapsing brick wall oven that can generate enough ambient heat to soften metal. A portable forge cannot smelt metal or create alloys, but it can be used for virtually any other kind of metalworking. The lack of a complete smithing workshop keeps users from being able to create masterwork items with a portable forge.

**Portable Forge:** 400 gp, 75 lb.

## Smithing Molds

A set of case hardened steel molds in a variety of shapes for simple tools, basic weapons, and other common items, smithing molds cut down the crafting time needed for the Craft (blacksmithing) and Craft (weaponsmithing) skills by half. These items are usually only used by dwarves in times of war or when time is direly of the essence, but they will happily sell them to humans and other races as it makes their skills look all the more impressive. No item made with molds can be masterwork or be enchanted due to the simpler nature of this style of forging.

**Smithing Molds:** 350 gp, 180 lb.

## Stonecleaver

A mechanical way of cutting through large amounts of stone at once, the stonecleaver is one of the dwarves' few excursions into gearing and machinecraft. A stonecleaver consists of a hardened adze blade on a shaft connected to two powerful springs and housed in a scaffolding of iron. The scaffold is attached to a stone wall by bolts and set off by means of a pullcord from several feet away. The blade lashes forward and inflicts massive damage to the wall. This inflicts the same siege damage as a heavy catapult, but it takes ten minutes to set up before each strike.

**Stonecleaver:** 220 gp, 80 lb.

## Thunderbarrel

This is a heavy, ramshackle and unstable device, favoured by dwarves who have been pushed to desperate measures. Thunderbarrels are typically strapped to the back, where they may be removed, primed, lit and thrown as a full round action. It explodes within one round. Desperate dwarves driven to suicidal measures have been known to light the barrels without removing them, grappling an opponent to ensure they remain within the blast range. This causes double damage to the attacking dwarf.

**Thunderbarrel:** 250 gp; Dmg 4d6; Blast 10 ft.; Range 5 ft.; 10 lb.

# The Elven Retreat

The craftsmanship of the elves is famous for the delicate details and graceful form they give everything that is produced in their workshops and forges be it intended for recreation, work or war. It is also well known for combining beauty and effectiveness, dispelling any critique about frivolity, especially from dwarves.

All elven characters travelling in their homelands may freely choose the equipment listed in the chapter, as it is part of their birthright. Characters of other races and those elves adventuring far from home may also chance upon such items, at the Games Master's discretion. Large cities with a substantial elven population will likely have most of the equipment detailed here but smaller settlements are unlikely to have very much and will chance exorbitant prices for them.

## Aelfhelm

Crafted of resonant metals and made to capture distant sounds and channel them to their wielder's sharp ears, an aelfhelm will only fit and function for an elf. Not only do these great helms not impede the wearer's sight and hearing in any way, but they actually add a +2 circumstance bonus to all Listen checks made while wearing it. An aelfhelm is usually a symbol of great station in the armies of the elves and tend to be worn only by wandering adventurers and great generals.

**Aelfhelm:** 85 gp, 5 lb.

## Assassins' Bane Tunic

Many elven nobles fall prey to assassins in the faraway lands of other races. Many nobles have therefore commissioned tunics that have been enchanted against being pierced by all but the sharpest of instruments. The most popular by far is the Assassins 'Bane Tunic. While highly functional, they are also fashionable, representing everything good and wondrous about elven tailors. The makers of these tunics tend to keep up with the latest trends, so it is not obvious the nobles are wearing protective garments. This alchemically treated garment provides a +1 armour bonus due to an enchantment placed upon it, if worn with armour (the bonus will stack). If worn with normal clothing, it will absorb one piercing damage strike that would normally injure the wearer. After this absorption, the garment will be ruined and rendered useless.

**Assassins' Bane Tunic:** 200 gp, 3 lb.

## Cowl of Starlight

A cowl of starlight is a series of spindle shaped jewels held in place by permanent spells of elven magic, each gem granted an twinkling inner fire and set in motion whenever worn by someone with elven blood. These headdresses are not magical aside from their construction, though they can be enchanted very easily to duplicate the effects of up to four ioun stones. These enchantments must be handled individually, but the creation cost of each one is reduced by 25% due to the imbuements inherent to each crystal. A cowl of starlight is a precious gift, enchanted or not, and usually given between lovers and family members in honour of greatly significant events.

**Cowl of Starlight:** 2,000 gp, 2 lb.

## Elven Flask

By surrounding glassblown containers with finely gilded pottery, elven craftsmen have crated flasks that are not only works of art but can literally triple the length of time that contents stay fresh. Indeed, many other races swear these flasks are magical in nature, such is the difference they make to the storage of liquids such as milk, but they are simply well researched and studied.

**Elven Flask:** 35 gp, 1 lb.

## Elven Woodshape

Elven woodshape is a category of items- wooden goods of any kind made through elven affinity for growing things. The magic used in making woodshape items accelerates the crating process, making any item made this way completed in half the usual time. Even bows and arrows can be made through woodshape. If a woodshape item is crafted by taking the normal amount of time instead of this faster craftsmanship, it is automatically considered a masterwork item without the need for creating a masterwork component separately.

**Elven Woodshape:** +60 gp per lb. of the crafted item

## Goldendew Liquor

Goldendew liquor is harvested from the buds of the extremely rare goldendew flower, found only in the deepest glades of elven forests, and tasting like strong, sweet alcohol. When a dose of goldendew liquor is added to any potion, the potion is affected as if the metamagic feat Maximize Spell had been applied during its creation. Potions bestowing spell effects without random variables are unaffected by goldendew. If a whole vial of goldendew liquor is consumed straight, the drinker must make a Fortitude save (DC 18) after one minute or fall into a deep, dreamy slumber for 1d12 hours. Each subsequent dose consumed within one hour of the last increases the saving throw DC by +2. A one-ounce vial holds ten doses of goldendew liquor.

**Goldendew Liquor:** 125 gp, 0 lb.

## Greater Recurve Bow

The elves, by their nature, are not a very strong race and rarely develop the bulk of muscle that humans and other races are known for. Their bows are therefore rarely made as mighty items. Instead, they make greater recurve bows, which are treated as mighty bows of a compound nature that does not require a Strength bonus equal to its mighty bonus to gain its value to damage rolls. Instead, firing a greater recurve bow is a full attack action, giving it only one shot per round regardless of the user's normal number of attacks. This makes them better suited for the common firing line of elven defenders rather than in the hands of their great heroes.

**Greater Recurve Longbow:** +1 mighty/500 gp, +2 mighty/1000 gp, +3 mighty/1500 gp, 9 lb.
**Greater Recurve Shortbow:** +1 mighty/500 gp, +2 mighty/1000 gp, +3 mighty/1500 gp, 6 lb.

## Halefast Bread

This delicious brown bread has a light,crispy crust. A slice of the bread will keep an adventurer nourished for one day and grants a +1enhancement bonus to Fortitude saves for four hours after consumption. The special nourishment and saving throw bonus affects a person only once per day –eating two or more slices has no effect and actually makes one feel bloated. A loaf of halefast bread keeps fresh for one month and slices into ten portions. Once stale, its special nourishment fades, and it essentially becomes normal but tasty stale bread. The recipe for making halefast bread is a secret of the elves, but a few enterprising alchemists have gleaned the recipe over the centuries.

**Halefast Bread (loaf):** 25 gp, 0 lb.

## Joyful Horn

Not so much a musical instrument as an item for battlefield and community use, elves who grow up in a citadel or community of their race learn from a very early age that when the joyful horn blows through their land, it is a time for attention and focus. All elves within 150 feet of a blown joyful horn gains a +1 morale bonus to attacks and saving throws made against fear effects for the rest of that round and one full round thereafter. This is a mind-affecting ability and can only affect elves once each day. After that, the horn is a welcome sound but does not carry the same psychological impact.

**Joyful Horn:** 200 gp, 8 lb.

## Mithril Clothing

Thinner and lighter than traditional elven chainmail, these garments are primarily made of mithril and incorporate silk and other fine materials in their craftsmanship. An elf wearing visible mithril clothing gains a +1 circumstance bonus to Charisma checks made while dealing with other elves due to their high cost and suggestion of royalty and wealth. Mithril clothing takes up a character's shirt and pants magical item slots but in return grant a +1 armour bonus that stacks with all

other bonuses of that type.

**Mithril Clothing:** 1,750 gp, 10 lb.

## Nightshimmer Silk

Black silk woven with a dusting of crystal and touched by elven magic, this cloth seems to twinkle along its surface and resembles nothing so much as a woven piece of the night sky. Humanoids clad in nightshimmer silk clothing and not wearing armour gains a +2 circumstance bonus to Hide checks made at night. The Games Master may determine that some situations will negate this bonus, but a skilled wearer can usually maximize this cloth's benefits.

**Nightshimmer Silk:** 170 gp per bolt (7 yards), 1 lb.

## Periapt Jewelry

The elven love for crystal extends to their jewellery, sometimes leading to rings, earrings, and necklaces that hold large gems that, on any other creature, would simply seem gaudy. A piece of periapt jewellery can, by nature of its fey construction, hold an ioun stone in place of its normal crystal. Wearing an ioun stone in a periapt item occupies the appropriate magic item slot (ring or jewellery) and confers its normal properties without having to let it orbit the wearer's head.

**Periapt Jewellery (with a normal crystal instead of an ioun stone):** 600 gp, ½ lb.

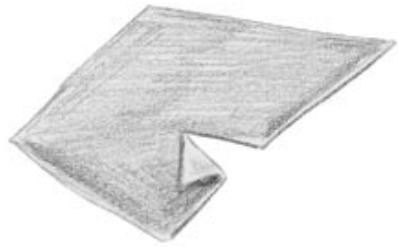
## Rosepetal Robes

Tailored from soft silk and linen with a flowing cut and bright, jewel-tone colours, rosepetal robes are known among the elves for their swirling and flowing cut. An elf with a 16 or better Dexterity with 5 or more ranks in Perform (one of which must be dedicated to dancing) can use a move-equivalent action to dance while engaged in combat. If this skill check beats an opponent's Concentration check by 5 or more, the wearer benefits from a 10% miss chance due to the concealment of the flaring arcs of silk surrounding him. To gain this benefit, the user must be carrying a light load or less and cannot be wearing armour heavier than light.

**Rosepetal Robes:** 900 gp, 7 lb.

## Tineuvial Leather

Specially treated leather soaked in herbal oils and tempered in magical washes of elemental water and alchemical tinctures, tinuevial clothing and armour is nearly fireproof, allowing its (generally elven) wearer to survive the force that is often the bane of their tree homes and kingdoms. Tineuvial leather can be crafted into any leather item, cannot burn regardless of the temperature or magical nature of the flame involved, and confers a *resist elements (fire)* effect on the wearer that absorbs the first 5 points of fire damage taken each round.



**Tineuvial Leather:** +400 gp per lb. of the leather item.

# The Fighters Trade

Every experienced fighter knows there is far more to combat than raw fighting skill, weapons and armour. Often, the preparation that takes place before battle alone can ensure victory and a fighter will always make sure he has the correct tools to hand in order to guarantee his equipment is in the finest condition possible before he risks his life in front line combat.

## Bow Case

Any fighter who carries his strung longbow over his back when he is not expecting trouble is a fool. Exposed to outdoor conditions such as rain, cold, and excessive heat or humidity, the string will soon rot and the bow warp or splinter. A bow case protects against all that, being made from wet-formed, oiled leather strengthened with thin panels of wood. Removing a bow from a bow-case is a move action, but stringing it is a full-round action as usual. Bow cases come in two sizes, large for carrying a single longbow or composite longbow, and small for a shortbow or composite shortbow.

**Bow Case:** 5 gp, ½ lb.

## Bowstring Silencer

Although bows are almost entirely silent in use, a nearby listener will detect the faint 'twang' of the bowstring vibrating an instant after the arrow is loosed. A silencer is made by weaving strands of loose silken cloth through the bowstring. The silken strands disperse the sound and vibration, making the bow totally silent but reducing its range increment by 10 feet.

**Bowstring Silencer:** +25 gp, 0 lb.

## Dyed Armour

Supple leather or padded armour can be dyed in any one of several colours by a variety of herbal colourants. Many of these offer surprisingly deep hues, such as madder's rich reds or the almost purple blues provided by indigo or woad. In combination, and with a pre-dyeing process of bleaching with sun, lemon juice or urine, they can be used by a skilled dyer to make a suit of supple leather or padded armour almost any colour the purchaser wishes. This must be done as part of the armour-making process however, so the armour must be mastercrafted and custom-made for the wearer. Armour which has already been made and bought cannot be dyed at a later date. Dyed armour provides the wearer a +1 circumstance bonus to Hide in one type of terrain, such as Cold Forest or Temperate Hills, depending on the precise shade chosen. Alternatively dyed armour can be merely decorative or used for identification, as in the deeper reds or blues. Note that leather armour cannot be dyed, due to the boiling process required to make it. Likewise studded leather armour gains no benefit from being dyed as the bright rivets tend to give away the wearer's position.

**Dyed Armour:** +50 gp, 0 lb.

## Laminated Steel Weapons

Laminated steel weapons are forged by a special process that involves multiple layers of steel being bonded by softer and more pliable metals, such as nickel. These layers are then welded and folded several times over. This produces a fine cutting edge unmatched by any other mundane forging process. However, it take a great deal of time to construct weapons in this way. Only slashing weapons may be made from laminated steel. A laminated steel weapon gains a +1 circumstance bonus to damage rolls and has its threat range increased by one.

**Laminated Steel Weapon:** +900 gp

## Myriad Weapons

These weapons consist of handles and basic pieces, threaded and set with metal catches to hold a variety of additional extensions. Some are fitted to bear alternate blades or heads, while others break down and recombine into other forms. A mundane solution to the concern of monsters with an innate resistance to weapons made of certain materials, myriad weapons can provide the right tool at the right time.

The construction of a myriad weapon is such that the emphasis is on ease of conversion and use. This makes each of the heads and striking surfaces of these weapons of excellent quality but not as fine as they would be if they were the

focus of the weapon's craftsmanship. As such, the additional head types (namely, the adamantine) do not provide any additional bonus aside from being able to defeat certain types of damage reduction. A character could conceivably commission full quality heads for these weapons and receive the usual masterwork or material bonuses associated with such items, but this would incur the usual extra cost.

Unless mentioned otherwise, all of the modifications that a myriad weapon allows take a full round action to perform. The Quick Draw feat reduces this time to a standard action. If the modification already takes a standard action (such as myriad arrows), the feat allows a single attack with the modified weapon as long as the character makes no other movement.

**Myriad Arrows:** These longbow or short bow shafts are fletched rods of wood or metal with a notched tip and a threaded routing that extends a full inch down the arrow. As a standard action, a character can take up to ten arrowheads from a side pouch on the myriad arrow's special quiver and fit them to these special shafts. When purchased as a set, myriad arrows have twenty shafts, a leather quiver, 10 cold iron arrowheads, 5 silver arrowheads, and 5 adamantine arrowheads. New arrowheads cost the same as a full arrow of that type because of the special work needed to make them fit the notched arrow shafts. New shafts cost 5 sp each.

**Myriad Axe:** A myriad axe is a steel axe of hand axe size balanced for throwing. The end of the handle has a rod-shaped intrusion that can be used to fit up to two additional handles end on end. If one more is fitted, the myriad axe gains the statistics of a battle axe. If both extra handles are added, the weapon gains the statistics of a great axe. In addition, the head is grooved to fit an extra blade over the end of its present one. This additional blade can be of cold iron, silver, or adamantine. The myriad axe, when purchased, comes with one of each type of head and two extra handles. It takes a full round action to perform any or all of the modifications mentioned here.

**Myriad Dagger:** A special handle with a release level built into the hilt, a myriad dagger comes with an oversized scabbard. This scabbard holds four blades- one of steel, one of cold iron, a third of silver, and a fourth blade of adamantine. By shifting the scabbard while the handle is attached and sliding the level on its hilt, a chosen blade connects into the hilt and can be drawn as a complete weapon. This process takes one standard action, but only a character with a Dexterity of 12 or better can perform the fine manipulation required to make the mechanisms of the myriad dagger operate.

**Myriad Spear:** A myriad spear is much like a myriad axe in that it comes with multiple heads and lengths of handle. In its base form, the myriad spear has the statistics of a javelin. With one additional length fitted to the end of the first one, the weapon becomes a shortspear. Two turn it into a longspear. The third extends the weapon to the point of having a 15 ft. reach, but the extra length imposes a -2 to all attack rolls. The weapon also has the four head types mentioned under the myriad axe entry, and shifting it between all of its various forms and head types is a full round action.

**Myriad Warhammer:** The myriad warhammer is the most mutable of the myriad lot. It starts as a light hammer and comes with interchangeable cold iron, silver, adamantine, and steel striking plates. It also has the same four types as curved spike ends to use either in conjunction with the hammer heads (making the weapon a hooked hammer), instead of the hammer on both sides (making it a pick), or all the heads can be left off to make the weapon a club instead. The myriad warhammer also comes with an extra handle to make it a quarterstaff or a warhammer if the hammer head is left attached. A second extra handle can be added in conjunction with the hook spike ends to make a ranseur. All of these manipulations take one full round to perform.

| Item | Cost | Weight |
|---|---|---|
| Myriad Arrows (20 + quiver) | 220 gp | 2 lb. |
| Myriad Axe | 380 gp | 14 lb. |
| Myriad Dagger | 290 gp | 4 lb. |
| Myriad Spear | 300 gp | 11 lb. |
| Myriad Warhammer | 310 gp | 15 lb. |

# The Monastery

The monk is, perhaps, the ultimate survivalist. More than any other class, a monk is capable of surviving and even thriving without a single weapon or piece of equipment. Still, few monks are as foolish as to not prepare for any eventuality they may face, and their own disciplines have given rise to a bewildering array of equipment options.

## Back Staff

One of the most difficult things for a young monk to learn is how to keep his back perfectly straight while moving through the postures of his basic form. This simple device assists with that. It consists of a four-foot staff with a curve on one end and three hoops of leather. The instructor fastens the staff to his student, providing a physical reminder of how to keep proper alignment though out the exercises. While wearing a back-staff the character gains +1 to his roll to resist trip and grapple attempts but also loses 5 ft from his movement rate in the round.

**Back Staff:** 7 gp, 3 lb.

## Bucket Knives

True monastic training includes intensive physical discipline along with mental and spiritual training. The bucket knives represent a grim reminder of this. Each bucket knife is a leather band with a dull knife blade attached though it. These knives attach to the wearer's upper arms, with the blades pointed towards his torso. The wearer then lifts two buckets filled with sand, water, or stones. When he slips or his arms become tired, the blades dig into his chest to remind him to keep his arms up. Training with the bucket knives generates the basic physical conditioning needed to utilize the monks' remarkable physical power generation abilities.

**Bucket Knives:** 2 gp, 2 lb.

## Hardening Pins

This staple of monastery life looks to outsiders like two large cylinders of stone, held together by a massive frame. To those who study within the monastery, the test of the pins represents a pinnacle of coordination and precision that they hope to one-day master. Daily they see the masters walk up to the stones, push their fingers between them, and then thrust one arm then the other between the pins, rolling them back and forth in preparation for the day's training.

**Hardening Pins:** 150 gp, 700 lb.

### New Feat: Between the Stones

Your hands and arms are unusually tough.
**Prerequisites:** Wis 13+, Improved Unarmed Strike, Base Attack Bonus +4
**Benefit:** You have undergone the training required to thrust your hands between the hardening pins without harm. If you take a full defence action in the round, you gain DR equal to your Wisdom bonus against crushing attacks in addition to the AC bonus.

## Hourglass

Although a common item in arcane laboratories, the glass hourglass finds use as a meditation aid and training device in many monasteries. This simple time keeping device has two glass bulbs attached by a very thin tube. Every hourglass measures a specific length of time (usually 5, 10, 30 or 60 minutes) depending on its size and the amount of sand within. Monks who use an hourglass for meditation attempt to "slow down" the sand as it falls, adjusting their personal perspective of time. Some masters claim to be able to reverse the sands, although no one can prove it.

**Hourglass:** 15 gp; ½ lb.

## Plum Flower Posts

There are a hundred variations on the plum flower posts, each one ardently adhered to by their designers. The original design involved nine four-foot tall posts, about six inches across and approximately three feet apart. The student would step from post to post while practicing a form or sparing to practice balance and control of motion. Over the years this simple design became more complex, leading to so-called 'post forests' consisting of rising spirals, mismatched height posts, and other configurations. Students who train on the posts for at a least one-week every month

gain a +1 competence bonus to Balance checks and Reflex saves to avoid falling into pit traps.

**Plum Flower Posts:** 120 gp, 400 lb.

## Pushing Cane

One of the odder implements of physical training, a pushing cane is a five-foot long pole with a padded crescent on one end. The cane allows the wielder to gently push a person without causing chaffing or bruises. Monks who train their endurance by running sometimes use this device, pushing the trainee along to assist him. As the trainee builds endurance and stamina multiple assistants may join him during his training sessions, each assistant taking a single leg of the trainee's journey. Someone being pushed by a pushing cane gains a +2 circumstance bonus to his Fortitude save to resist exhaustion from a forced march.

**Pushing Cane:** 10 gp, 5 lb.

## Short Fist Target

This wooden box has five sides. Four are standard wood, usually enamelled black and decorated with tigers and dragons and approximately six inches wide. The fifth splits down the middle, and is hinged so that it opens outward. It also has a hole in it just large enough for a man's wrist. The box also has brackets where the sixth side would be, allowing the owner to fit up to three one inch wooden boards or ceramic tiles securely behind the box. The box may or may not be fastened to a solid, heavy object. To use it, a monk places his hand in the box and tries to break the boards or tiles using only the acceleration space provided within the box.

**Short Fist Target:** 20 gp, 7 lb.

## Swinging Weight

This large leather bag is filled with straw and rock, and then attached to a high beam with a stout cord or chain. The instructor swings the bag, and the student must either get out of the way when it comes by or absorb the shock of the blow. In either case the bag must not stop swinging during training, so the student must come up with some way to keep it in motion. Dodging students usually kick the bag as it goes by, students who take the blow try to redirect the energy or give it new momentum.

**Swinging Weight:** 40 gp, 200 lb.

### New Feat: Stand Your Ground

You have mastered the art of redirecting charging force.

**Prerequisites:** Wis 13+, Improved Unarmed Strike, Power Attack

**Benefit:** You have trained with the swinging weight to learn to deflect and redirect a charging opponent's force though your body. You gain a +2 circumstance bonus to resist bull rush attacks. If you resist the bull rush your opponent is pushed back 5 ft plus 1 ft. per point by which you beat the attackers check result in the direction of your choice. He is immediately knocked prone if he ends up in or passes though an occupied square.

## Thunder Fists

Although considered unethical for sparing or competitions, these thick leather gloves sometimes appear in times of trouble. Each glove has a broken up thunderstone in a leather flap under the knuckles. The first time the monk strikes the target with an unarmed attack both he and the target must resist the effects of the thunderstone. Preparing a thunderstone for use in the thunder fist requires one hour of preparation and an Craft (alchemy) check (DC 20). Failure on the check causes the stone to go off, doing 1d4 damage to the alchemist in addition to the usual deafness.

**Thunder Fists:** 20 gp, 2 lb.

## Winding Sashes

This rather unusual belt consists of a four 10 ft. long colourful silk sashes woven together. The four sashes meet in an elaborate knot, from which the monk may extract one or more of the ends. In effect the sash can become a silk rope up to 40 ft. in length. Releasing or refitting the sashes is a full round action. Some winding sashes also have metal rings tied in to allow for easy climbing or attachment to each to reach protrusions.

**Winding Sashes:** 40 gp, 2 lb.

# Miscellaneous

The tools used by commoners for their trades and crafts rarely hold any interest for the average adventurer. However, the canny character will always keep a close eye on the equipment used by the common folk who choose to stay within their safe villages, town and cities, for these devices have been around for centuries and have been well perfected. Though adventurers may not always use such tools in the manner they were intended, it is a foolish traveller who does not at least consider the potential uses of these items.

## Abacus

A gift from the gods for those who have trouble counting beyond the number of their fingers, the abacus is actually quite a powerful tool for those who need to keep track of multiple sums simultaneously. The wooden frame with multiple coloured beads grants a +2 equipment bonus to any Intelligence check made to solve a mathematical problem – an abacus can aid in finding such solutions but it still requires a modicum of brain power to use it successfully.

**Abacus:** 4 gp, 0 lb.

## Bottle of Cologne

A small, metal container with an open top that's currently sealed with a cork. Removing the cork reveals a clear, pleasant smelling liquid. The container is labelled 'nephillia' – love, in elvish. Elvish cologne is commonly used by nobles of both elvish and human communities.

The wearer of this cologne receives a +1 circumstance bonus to all Charisma-based checks for a period of two hours after application. There is enough cologne in the bottle for twenty applications.

**Bottle of Cologne:** 15 gp, ½ lb.

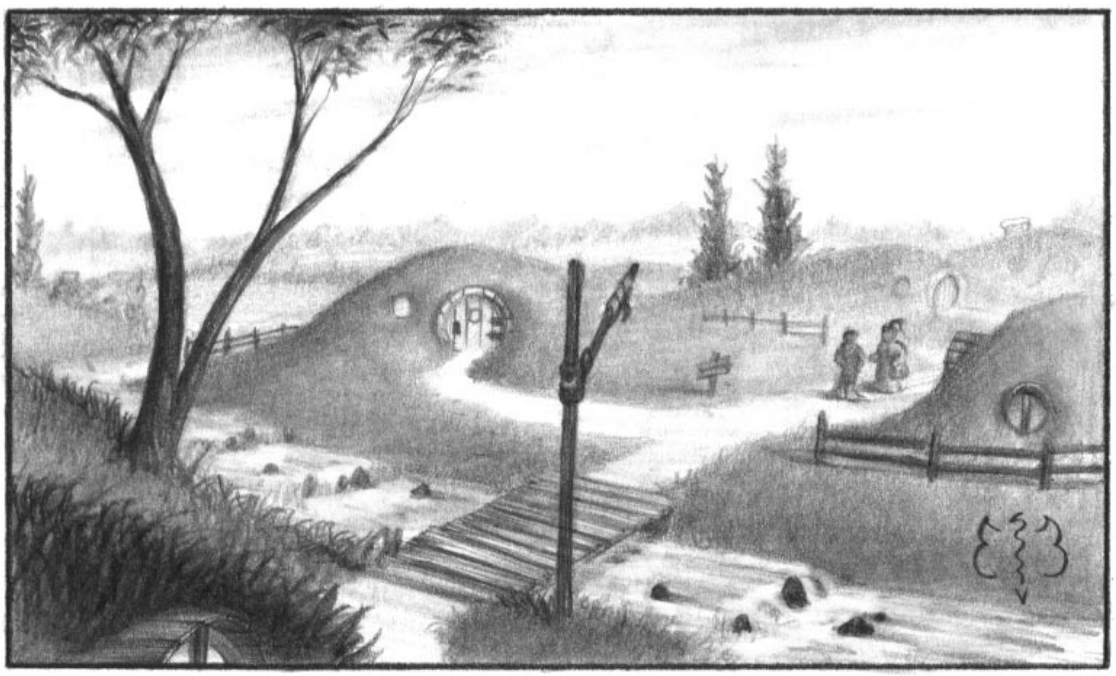
## Chips

These brightly coloured wood chips are extremely useful to anyone who needs to cross any amount of moving water. An experienced observer (Profession - sailor check DC 15) can easily estimate the exact speed of a current by tossing a chip into the water. Although any wood chip will do, these chips are dyed in garish colours so anyone can spot them easily.

**Chips:** 5 sp, 1 lb.

## Contract Seal

In some cultures a written contract has three copies: One for the two parties involved and one sealed in some malleable substance (usually lead or clay) and placed in the keeping of a neutral third party. If a contract dispute arises then the neutral third party breaks the seal and examines the original contract. Seals are made to be extraordinarily difficult to break (Open Locks DC 25).



The contract seal is the stamp marking the official, sealed document. It is a legitimate instrument of state, marking contracts as valid. As such, contract seals are often stolen or counterfeited by unscrupulous merchants.

**Contract Seal:** 500 gp, 0 lb.

## Crutches

A simple device consisting of two stout wooden braces that support a character under the armpits, permitting him to move when one or both legs are useless. For an adventurer stuck in the wilderness, far from the nearest town or city, these items can literally be a lifesaver. A character using crutches with one wounded leg may move at half speed. A character with both legs wounded may move at quarter speed – in both cases, his arms and hands will be used to operate the crutches and so weapons may not be used at the same time. When purchased, it must be specified whether they are for small or medium-sized characters – a character may not use crutches that are the wrong size for him.

**Crutches:** 5 sp, 2 lb.

## Marking Pins

This set of three, yard long pins is used to make out perfectly square plots. You connect the three pins with a rope marked at known lengths, then flip the back end of the triangle over to make a square. This method is extremely popular in cultures that develop along riverbanks, as the annual floods tend to remove all traces of existing property markers.

**Marking Pins:** 5 gp, 4 lb.

## Money Belt

A money belt is used to hide coins around an adventurer's torso, keeping them safe from prying rogues. Up to 20 coins may be safely stored and any attempt of Sleight of Hand to steal them suffers a –10 circumstance penalty.

**Money Belt:** 5 sp, 0 lb.

## Plum line

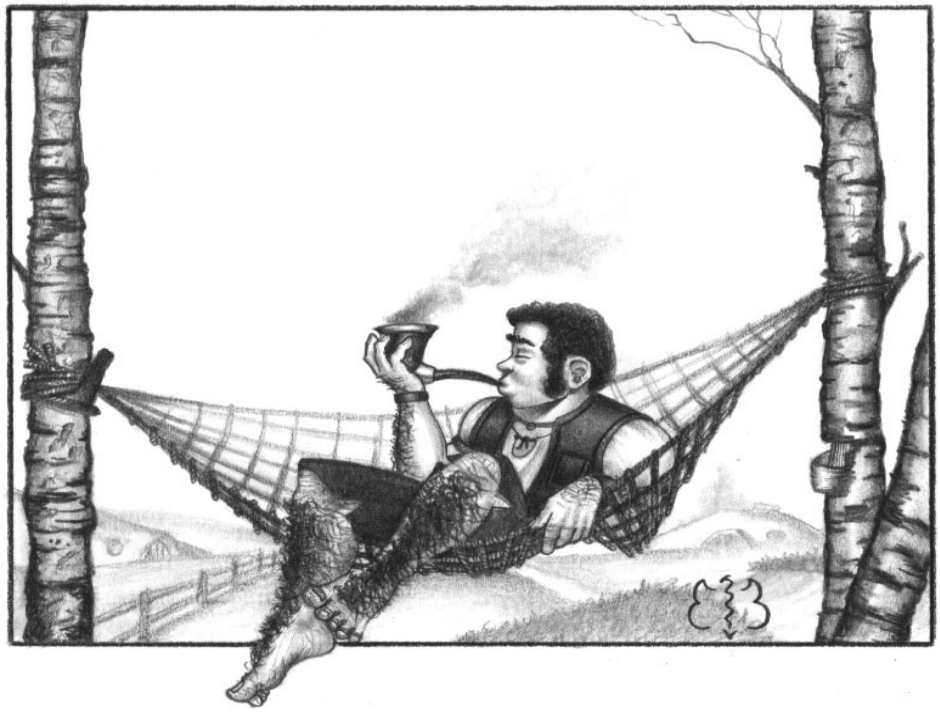
A plum line is a lead weight suspended on a string. It allows nearly anyone to tell if a particular surface is perfectly straight or slanted at an angle. This gives someone using a plum line a +1 bonus to Profession (mason) skill checks.

**Plum line:** 1 gp, ½ lb.

### Tool Belt

This wide leather belt allows the artisan to store an entire tool kit at his waist. Using a tool belt means that the artisan's kit is always ready, regardless of the circumstances. Equipping the kit is a free action that does not provoke an attack of opportunity.

**Tool Belt:** 10 gp, 4 lb.



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